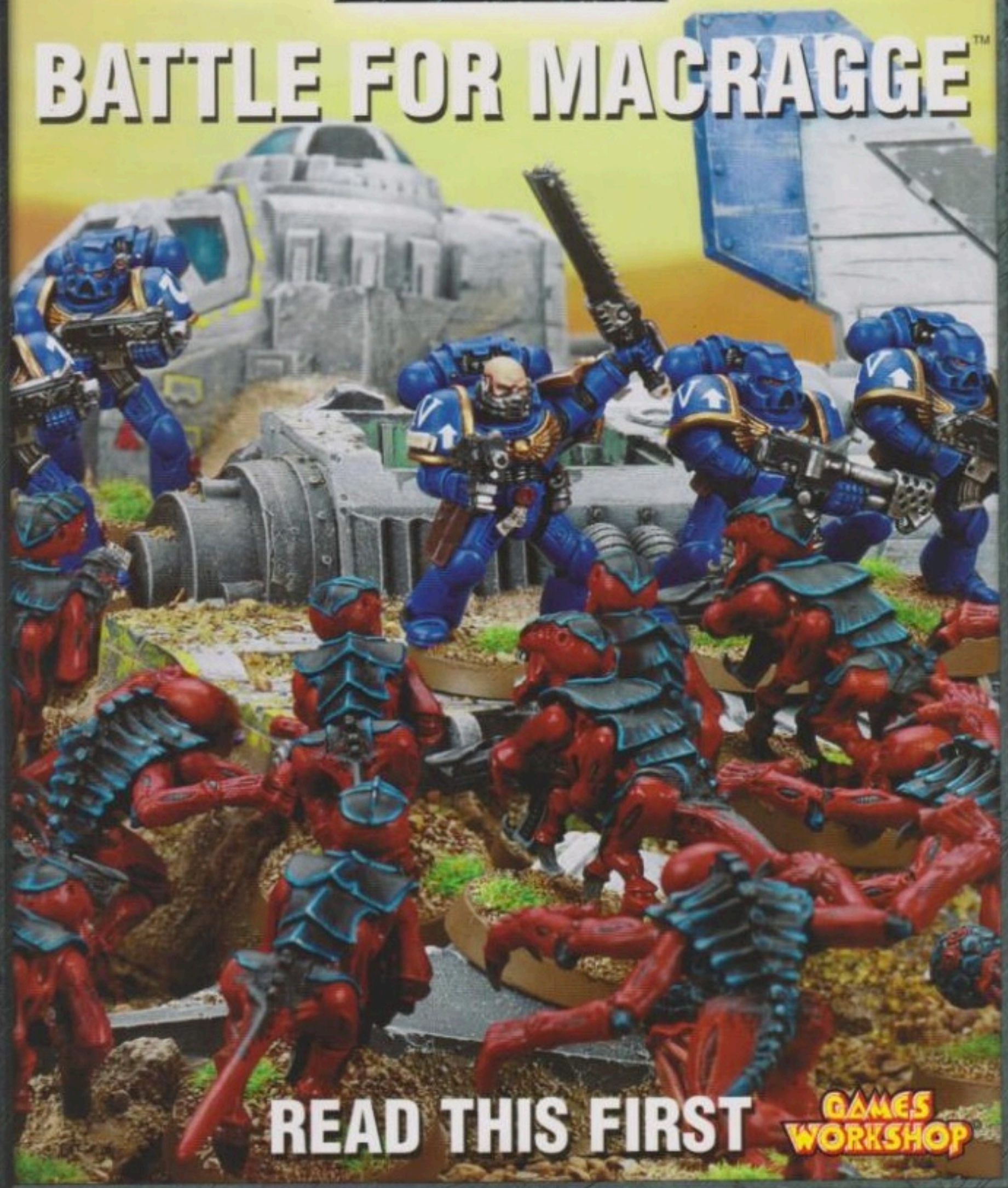
WARHAMMER 40,000

BATTLE FOR MACRAGGE



READ THIS FIRST

GAMES WORKSHOP

Squad Octavian prepares to face off a Termagant assault.

BATTLE FOR MACRAGGE

Welcome to Warhammer 40,000, the game of tabletop battles between armies of futuristic warriors, fighting machines and hordes of implacable aliens, set in the distant future. Tabletop wargaming involves two or more players fighting for dominance over a futuristic battlefield, with armies of painted miniature soldiers representing troops, artillery and powerful tanks.

This book contains enough Citadel miniatures to get you started, and a series of battles to introduce you to Warhammer 40,000, known fondly as 40K by its fans. Each successive battle introduces a new element to the game, culminating in one large, final battle that uses all the pieces within the box. These missions are fun to play and quick to complete; having played all six of them once, it is not a bad idea to talk over how they worked and what went right or wrong, and then swap sides and play them all again.

Of course this is just the tip of the iceberg, as you'll see from the main rulebook in this box. An entire galaxy of armies, war machines, heroes and villains await discovery. The full rules cover everything from scurrying swarms through man-sized warriors to giant battle tanks in a multitude of different warzones. The tabletop gaming hobby also incorporates model making, collecting and painting miniatures, in a setting where personalising your army is positively encouraged. Most of all there is a vast community of enthusiastic hobbyists, clubs and gaming stores ready to share ideas and pass on their experience.

So we welcome you once more to our hobby, and hope that you'll get almost as much enjoyment from your narrow defeats as you do from your epic victories. Have fun!

SPACE MARINES AND TYRANIDS

PROTECTORS OF MANKIND

In the nightmare future of the 41st millennium, Mankind teeters upon the brink of extinction. The galaxy-spanning Imperium of Man is beset on all sides by ravening aliens, and threatened from within by malevolent creatures and heretical rebels. Only the strength of the Immortal Emperor of Terra stands between Humanity and its annihilation. Dedicated to His service are the countless warriors, agents and myriad servants of the Imperium, and foremost amongst them stand the Space Marines, mentally and physically engineered to be the supreme fighting force, the ultimate protectors of Mankind.

The Emperor's cause is just indeed, malevolent aliens and the twisted worshippers of the Ruinous Powers lurk at every turn to corrupt and enslave Mankind. Enemies are both without and within, and nowhere more so than in the farthest reaches of the Imperium, an area known as the Eastern Fringe. Here the worlds of Humanity are few and far between, separated by vast tracts of wilderness space and hostile alien empires. It is here that a group of the Emperor's greatest warriors choose to make their stand, the Ultramarines Chapter of the Adeptus Astartes, or Space Marines as they are known to the masses.

THE SPACE MARINES

Created from the flesh of the Emperor Himself, Space Marines are the elite of the Imperium's fighting forces; they are rigorously chosen from the hardiest of warrior cultures, then genetically modified, mentally fortified and physically engineered to perform far beyond human limits. Armed with the boltgun – a weapon of divine wrath – and armoured in ancient, artificer-forged suits of power armour, the Space Marines are living embodiments of the Emperor's Will and the bane of all the enemies of Mankind.

THE ULTRAMARINES CHAPTER
Space Marines are banded together in small, independent armies known as Chapters. Each Chapter is made up of a thousand Space Marines and is responsible for its own recruitment, training and indoctrination. Space Marines are noble of spirit, stern of demeanour and fanatically devoted to their Chapter and the Emperor, fighting with a zeal and fervour no normal man can match.

The Ultramarines Chapter has defended Humanity since the very birth of the Imperium, their unswerving loyalty and bravery matched only by their formidable battle skills. Their fighting strength stands as a bulwark against the darkness to protect untold billions of citizens against the predatory forces surrounding them. They are the Angels of Death, the fire of the Emperor's wrath and none can stand before them.

In 745.M41 the Ultramarines were committed in several conflicts in and around Ultramar, their home system and base of operations. The Chapter was also still in the process of recovering its strength after the Scouring of Barchi earlier in the same year. It was at this time that a previously unknown threat emerged from the uncharted depths of intergalactic space – the alien race that came to be known by Humanity as the Tyranids.

THE GREAT DEVOURER

The Tyranid race itself comprises many different types of creature that function together as one, perfectly co-ordinated by the Hive Mind.

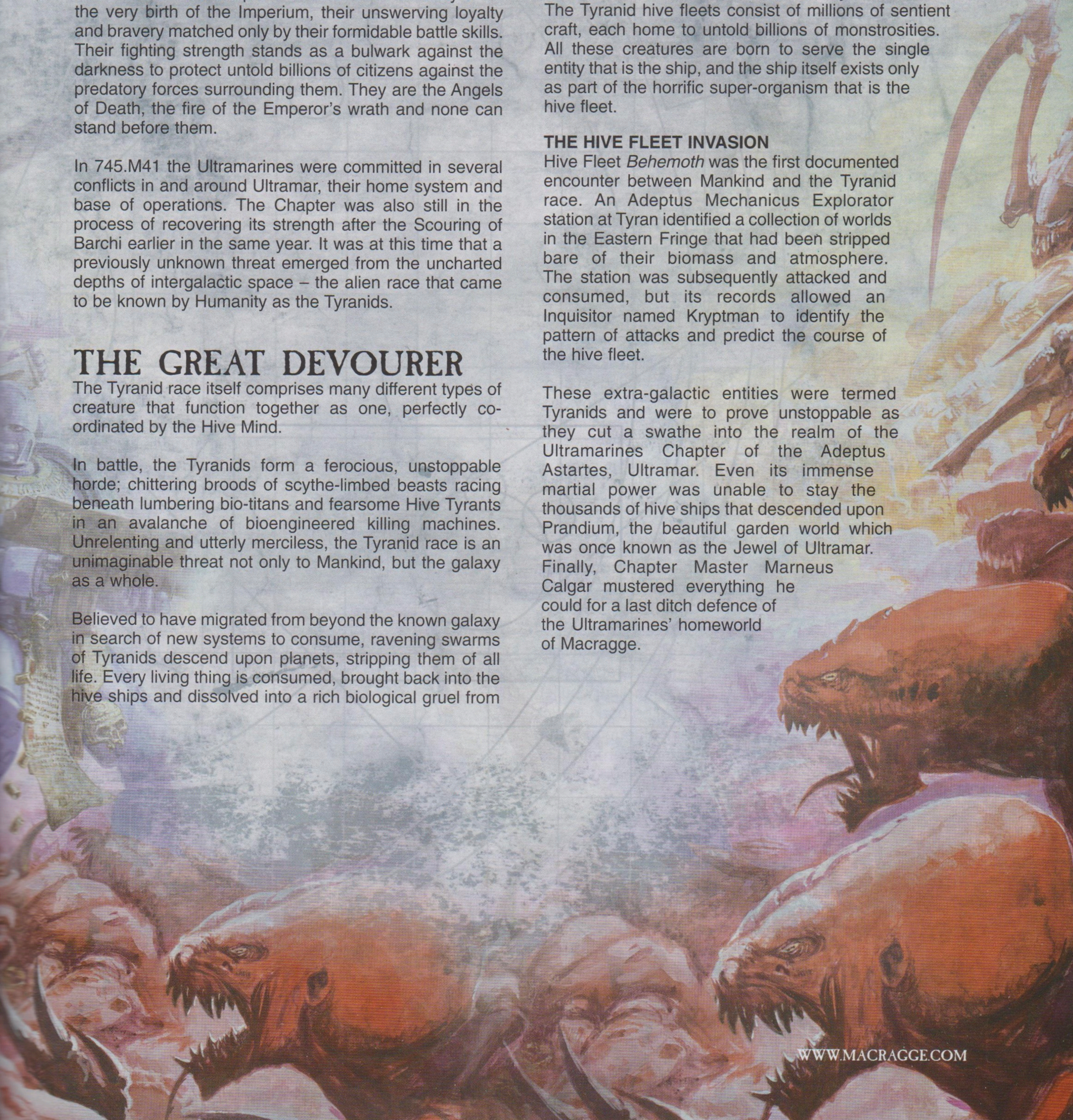
In battle, the Tyranids form a ferocious, unstoppable horde; chittering broods of scythe-limbed beasts racing beneath lumbering bio-titans and fearsome Hive Tyrants in an avalanche of bioengineered killing machines. Unrelenting and utterly merciless, the Tyranid race is an unimaginable threat not only to Mankind, but the galaxy as a whole.

Believed to have migrated from beyond the known galaxy in search of new systems to consume, ravening swarms of Tyranids descend upon planets, stripping them of all life. Every living thing is consumed, brought back into the hive ships and dissolved into a rich biological gruel from which new organisms are grown. When the Tyranids move on in search of fresh prey, they leave nothing in their wake, save for a once living, breathing world transformed into nothing more than a scoured, barren rock.

THE EVER-CHANGING THREAT
Tyranids do not make their weapons and starships from metal and plastic, but use bioengineering and rapid evolutionary jumps to grow them from the living organic material harvested from the worlds they have devoured. The Tyranid hive fleets consist of millions of sentient craft, each home to untold billions of monstrosities. All these creatures are born to serve the single entity that is the ship, and the ship itself exists only as part of the horrific super-organism that is the hive fleet.

THE HIVE FLEET INVASION
Hive Fleet *Behemoth* was the first documented encounter between Mankind and the Tyranid race. An Adeptus Mechanicus Explorator station at Tyran identified a collection of worlds in the Eastern Fringe that had been stripped bare of their biomass and atmosphere. The station was subsequently attacked and consumed, but its records allowed an Inquisitor named Kryptman to identify the pattern of attacks and predict the course of the hive fleet.

These extra-galactic entities were termed Tyranids and were to prove unstoppable as they cut a swathe into the realm of the Ultramarines Chapter of the Adeptus Astartes, Ultramar. Even its immense martial power was unable to stay the thousands of hive ships that descended upon Prandium, the beautiful garden world which was once known as the Jewel of Ultramar. Finally, Chapter Master Marneus Calgar mustered everything he could for a last ditch defence of the Ultramarines' homeworld of Macragge.



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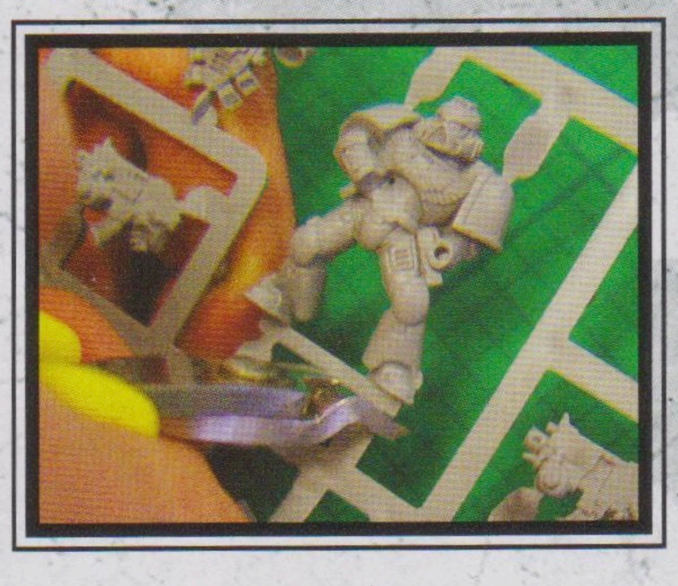
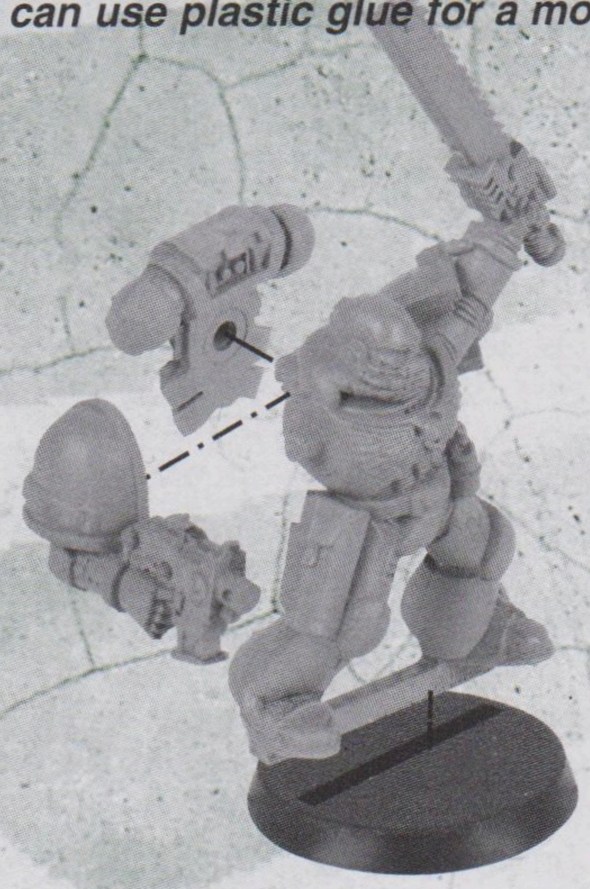
ASSEMBLING YOUR MODELS

Before you can begin the missions in Battle For Macragge, you need to assemble your Citadel models. They can be quickly pushed together, though you can use plastic glue for a more permanent bond.

REMOVING THE MODELS

Citadel plastic miniatures are fixed to a frame, which must be removed before construction. This is best done with modelling clippers or, with extreme care, a sharp craft knife. Any visible mould lines can be scraped clean with a knife or file.





BROTHER SERGEANT OCTAVIAN

Leading the Space Marines into battle, Octavian is armed with a bolt pistol and the lethal chainsword. It has a powered chainsaw edge studded with monomolecular teeth and makes him much more deadly in hand-to-hand combat.

SPACE MARINE WITH MISSILE LAUNCHER

Fires two types of missile; frag and krak missiles. Frag missiles are designed to shower razor sharp fragments in all directions while krak missiles provide a tightly focused impact designed for cracking the armour of tanks, bunkers or other tough targets.

SPACE MARINE WITH FLAMER

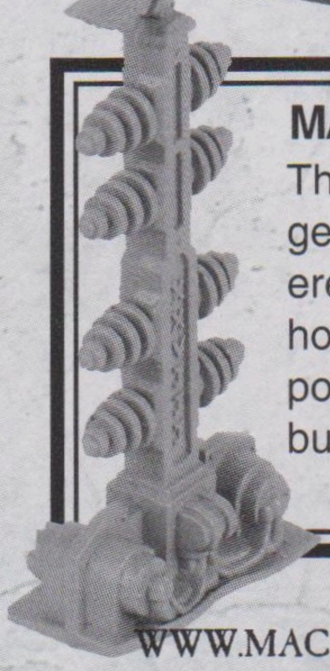
The flamer fires highly volatile liquid chemicals that ignite on contact with the air, throwing out a great belch of flame. This blazing cloud finds its target no matter how well they try to hide behind cover.

SPACE MARINE WITH BOLTER

The standard weapon of the Space Marine, the bolter is a short, compact gun that fires a small missile considerably larger than an ordinary bullet. It can be used to pick off enemies at a distance, or for rapid, short-ranged bursts.

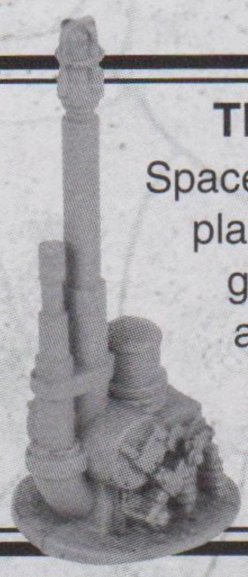
LIEUTENANT VARRAS

Last survivor of the *Benedictio*, Varras is armed with a bolt pistol, the one-handed version of the standard bolter. He is also carrying an adamantium gene-seed canister, containing the vital element required for the production of more Space Marines.



MAGNA POWER FIELD PROJECTORS

These sturdy, short-ranged power field generators have been used for millennia to erect temporary barriers that protect against hostile environments and life forms. At full power, the field can resist even a charging bull grox for a few minutes.

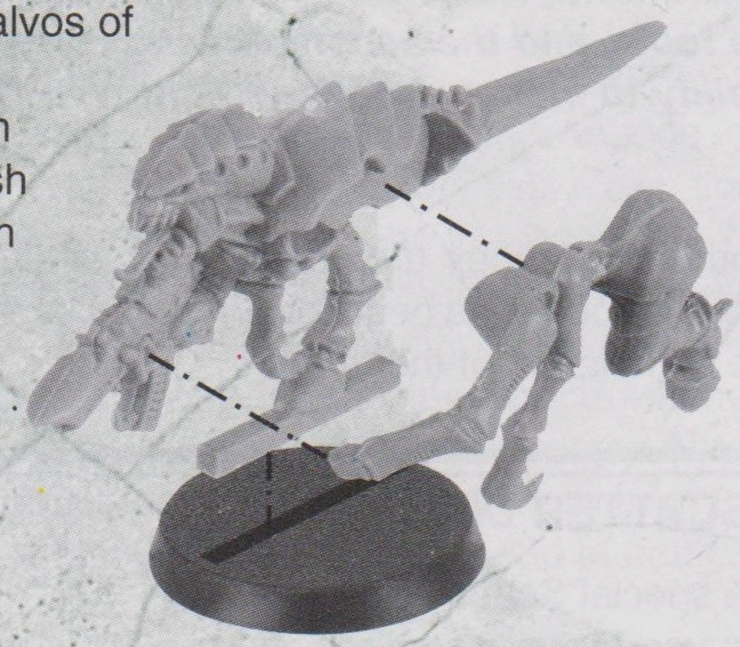


THUNDERHAWK LOCATOR BEACON

Space Marine squads requiring transport from a planet's surface hail an orbiting Thunderhawk gunship by activating a locator beacon, and awaiting the ship's arrival. Locator beacons require the constant presence of a Space Marine to maintain the signal and give the gunship a biological target to home in on.

TYRANID TERMAGANT

Termagants are one of the most common species of Tyranid. Agile, fast and cunning, they hunt in numbers, stalking their prey with bio-organic weapons called fleshborers. These weapons fire salvos of sharp-fanged beetles that can eat through flesh and armour with equal ease.

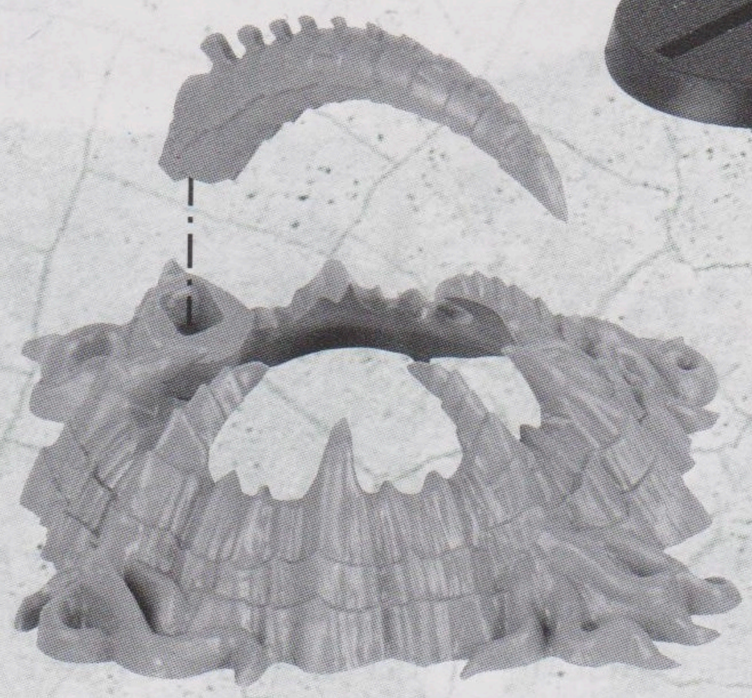


GENESTEALER

These Tyranid organisms are created to scout out and invade potential prey-worlds. Ferociously effective close combat opponents, they use their prodigious strength, lightning fast reflexes and lethal rending claws to tear apart their foes.

TYRANID HIVE NODE

Burrowed deep underground, the hive node is the visible orifice of a huge bio-production organism, part of the living Tyranid machinery that endlessly spews out a variety of new troops and bioengineered broods, carrying forth the Tyranid infestation.

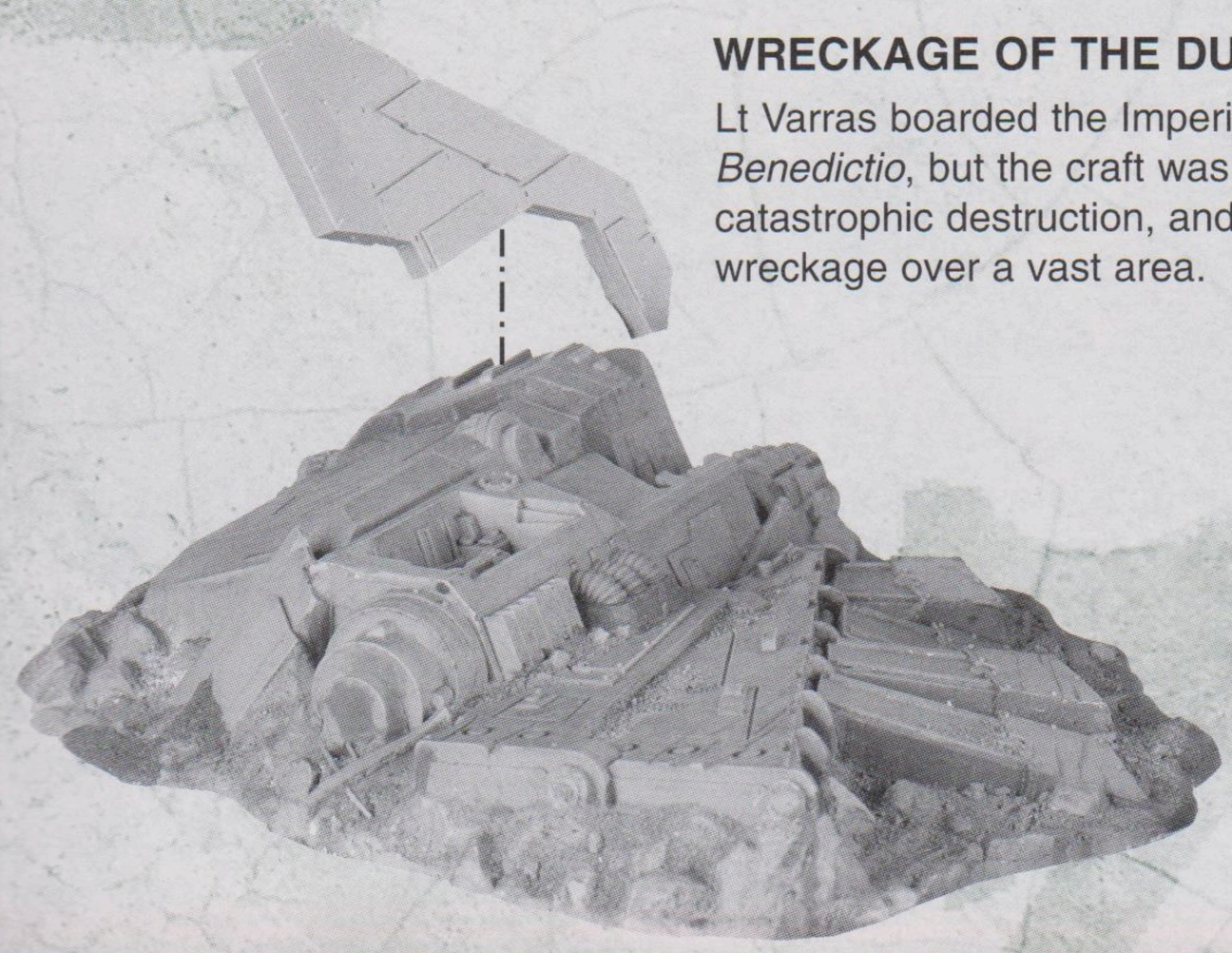


TYRANID INFESTATION MARKERS

The infestation that the Tyranid threat spreads across a planet often manifests itself in pustulant, writhing sores upon the landscape, evidence of the alien blight permeating the very core of the world. They are one source of the loathsome spore mines.

SPORE MINES

These floating bio-organic bombs are laden with poison, acid or explosive enzymes.They drift on air currents, attracted by heat, sound or movement. If their sensory tendrils make contact with a target, the bulging sac explodes, spraying out its deadly contents and further spreading their infestation.



WRECKAGE OF THE DUTIFUL

Lt Varras boarded the Imperial Lander *Dutiful* to escape the doomed *Benedictio*, but the craft was caught in the blast of its mother ship's catastrophic destruction, and was forced to crash land, scattering wreckage over a vast area.

MK III FUSION CORE

Fusion cores form the basis of engines on many Imperial craft, though knowledge of their inner workings is restricted to the ancient brotherhood of the Adeptus Mechanicus. They can also become devastating fusion bombs if rigged to overload.

THE BASICS

Included in this set, along with the models and scenery, are other items that you will need in order to play the game – dice, templates and measuring rulers. These tools, and the accompanying rules, will allow you to play through the missions that follow, giving you the ability to move, shoot and fight with your warriors.

TURN SEQUENCE

The two players alternate taking a turns until the mission is complete. In their turn, players *move* all of their models, then *shoot* with all of their models, and finally *assault* with all of their models, as described in the rules for each Mission. If either player achieves his objectives, the game ends with the completion of their turn.

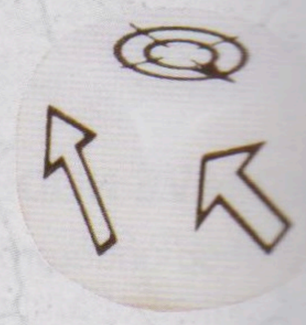
DICE

The dice used in Battle For Macragge are regular six sided dice that you would find in any board game. These are referred to as D6.

If a specific result is required, often it will be written as "4+", meaning a roll of 4, 5 or 6 is needed. Sometimes the rules will call for a player to roll a number of dice at a time, eg, 2D6. In this case the player should roll two dice together and add the results (generating a number between 2 and 12).

SCATTER DICE

A special Scatter dice is used for generating random movement direction. When rolled, it produces one of two results – an arrow or a crosshairs 'hit' marker.



A hit usually signifies a shot on target, or that the player gets to choose a direction for movement, whereas an arrow generates a random direction. It is a good idea to roll the Scatter dice close to the object or conflict it is affecting.

TEMPLATES

Templates represent great gouts of flame or sprays of acid. To use a Template, place the marker with the small end touching the source of the flame/acid, and the wide end covering the intended target. Any models whose bases are wholly or partially covered by the Template are considered to be 'hit'.

BLAST MARKERS

Blast markers work in a similar way to Templates and represent explosions from missiles, shells, etc. Place the Blast marker so the small hole in its centre is directly over the target. Unlike Templates, only those models whose bases are completely covered are automatically 'hit'. Models whose bases are touched but not entirely covered by the Blast marker are 'hit' on the roll of a 4+ on a D6.

MEASURES

All measurements in Battle For Macragge are made in inches, and can be measured out either by using the measuring rulers we've included in the set, or a tape measure. Most creatures in this game have a movement range of 6". Always measure movement distance from the front of a model's base.

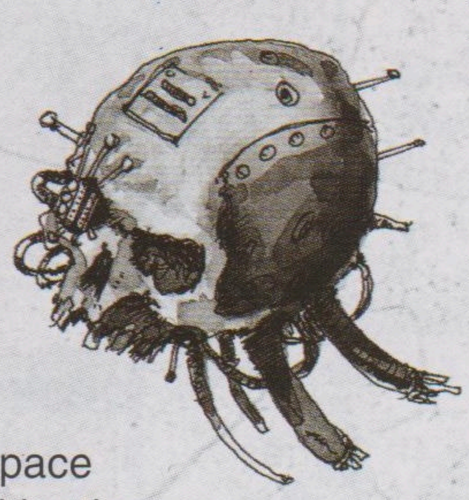
When shooting, a player must declare his target before measuring to check the range. If they discover their intended target lies outside of the weapon's range, then the shots fall short and automatically miss.

6"

THE BATTLE FOR MACRAGGE

As the Ultramarines mustered their fleet in defence of Macragge, one ship passed through the warzone on business other than battle; the Dauntless class light cruiser, *Benedictio*, inbound from the planet Belios IV, the site of a fierce conflict between the Tyranid menace and the Ultramarines 5th Company. She carried a consignment no less precious than the Space Marines that manned the strike cruisers and battle barges of the massed fleet – a cargo of gene-seed, extracted from the Ultramarines brothers who had met their end in battle.

Gene-seed, and its surgical implantation, is an essential step in the creation of a Space Marine, the final catalyst that activates and moderates their physiological and mental transformation. It is the genetic record of a Space Marine, a biological blueprint that is held in almost holy reverence. Every Space Marine has two progenoid glands that constantly replicate his genetic matter, and when a Space Marine falls in battle, his gene-seed is harvested by the Apothecaries so that it will ensure the creation of the next generation of Space Marines.



The *Benedictio* was carrying enough gene-seed to create many more Ultramarines, and in view of the desperate conflict ahead, its value to the Chapter in both physical and spiritual terms was immeasurable. But on the voyage back the *Benedictio* had met with trouble, her escorts had been destroyed and obvious battle scars marred her hull. A garbled vox transmission came from the stricken vessel – she had been boarded by a Tyranid vanguard force, and fighting was raging within the ship. Before any help could arrive, the *Benedictio* suffered a series of catastrophic explosions and broke up, its demise enscribing a fiery arc in the upper reaches of Macragge's atmosphere.

Even as the wreckage was raining down across hundreds of kilometres of northern tundra, Chapter Master Marneus Calgar ordered the Ultramarines 2nd Company into action. They were to search the area, rescue anyone still alive and terminate any Tyranids they found, but their primary objective was the retrieval of the gene-seed – the adamantium canister protecting it should have survived the impact and had to be found and secured at any cost. The future of the Chapter was at stake, and the warriors of 2nd Company meditated upon this as they completed last minute maintenance prayers and battle hymns en route to the crash site. What was to follow would be the opening skirmish of the Battle for Macragge, the fiercest conflict of the first Tyrannic war.

MISSION 1
ESCAPE THE CRASH SITE

Lieutenant Varras dragged himself from the shattered cockpit of the **Dauntless** ***and peered across the flaming wreckage strewn across the scarred landscape. He was alive, the precious adamantium canister of Ultramarines gene-seed had survived the impact, and that was all that mattered. His training told him to seek higher ground, find a vantage point from which to broadcast a vox signal and call for help. As he dropped to the ground he realised he was not alone, sighting hideous alien creatures, little more than bulbous sacks of ichor, trailing sickly tendrils behind them, drift over the remains of the lander. With horror, he realised they were hunting him...***

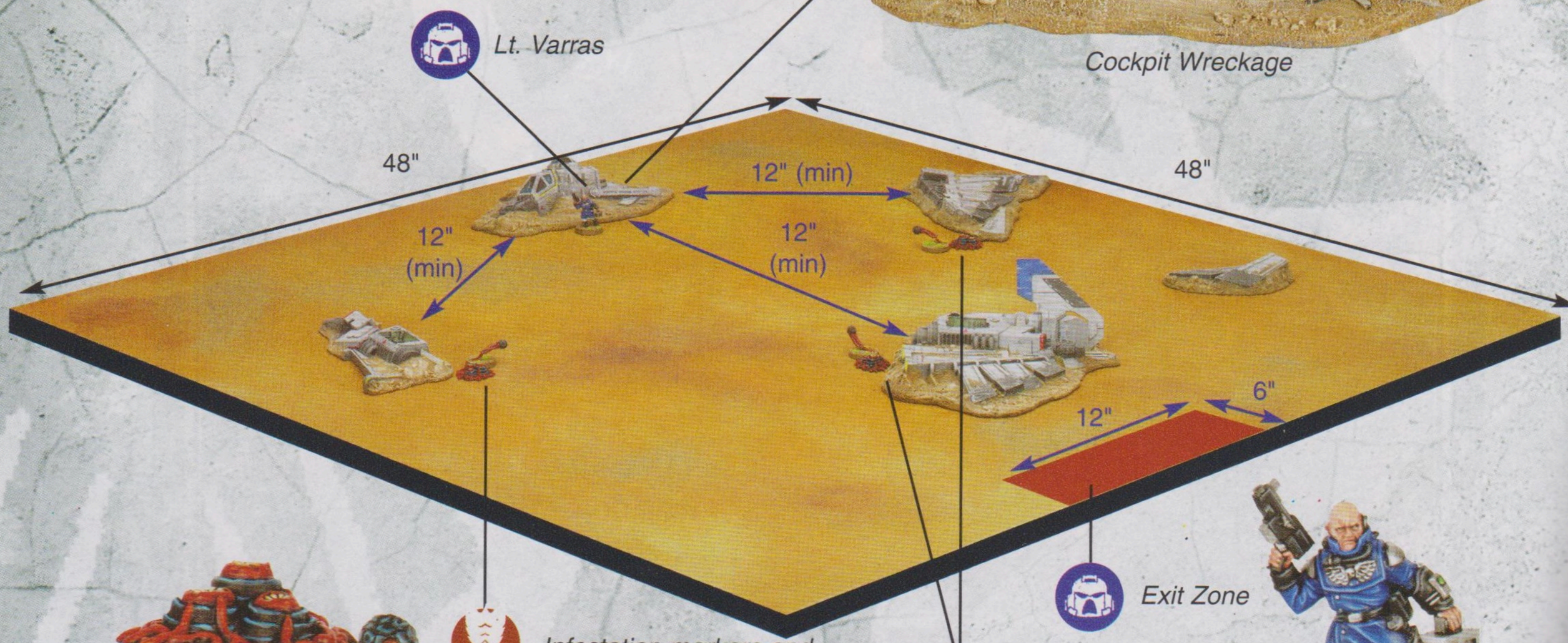
SET-UP

You will need a playing area of roughly 4ft by 4ft. Varras is set up touching the cockpit wreckage, and all other wreckage is placed so no pieces are within 12" of each other. All Infestation markers must be set-up within 3" of any wreckage, except for the cockpit, and one spore mine starts the battle in contact with each marker. Nothing can be set-up in the Exit Zone, an area at least 36" away from Varras. The Ultramarines player gets the first turn and performs all his actions, then the Tyranids player takes his turn. The Ultramarines player then takes his second turn, followed by the Tyranids second turn, and so on. This continues until one side wins.

OBJECTIVES

- Ultramarines Win: Varras reaches the highlighted Exit Zone.
- Tyranid Win: Varras is killed.

Cockpit Wreckage



ULTRAMARINES RULES

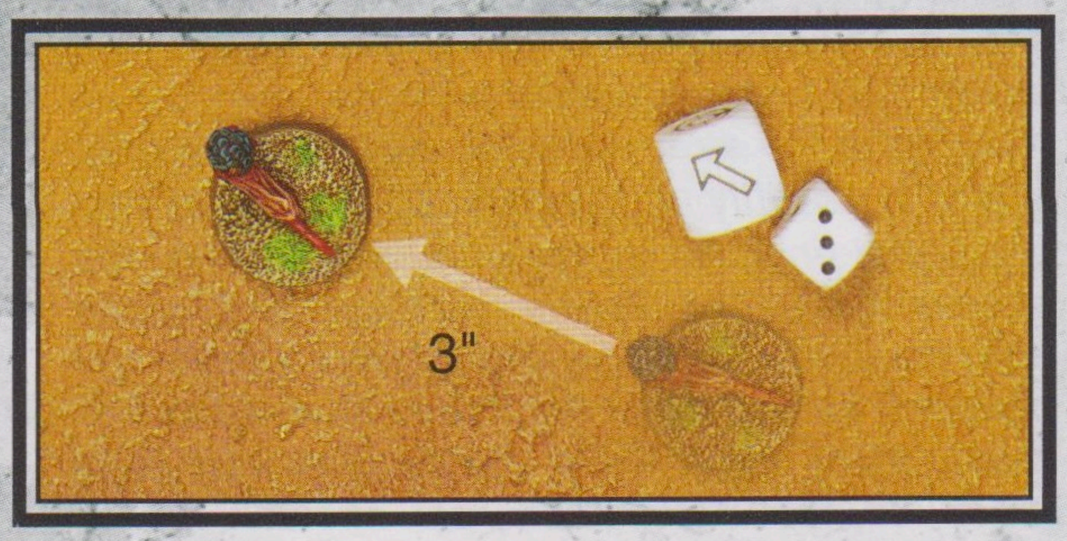
Move: *Each turn, Varras can move up to 6" in any direction. He is trying to move quickly and quietly so he must avoid the wreckage. He may not move off the table edge.*

Shoot: *Varras can shoot at one spore mine within 12" each turn. Roll a D6 every time he shoots – the mine is hit on a 4, 5 or 6 (referred to as 4+). If successful, roll again to see if the mine is wounded. On a 4+, the mine is wounded, and detonates.*

Lt. Varras has hit the spore mine, with his roll of 4, and the mine is wounded with a roll of 5, and detonates.

TYRANIDS RULES

Move: *Every Tyranid turn, each spore mine moves D6". Roll the Scatter dice to see which direction the mine moves in. If the dice rolls a 'HIT', the Tyranid player can move the mine in any direction. If a spore mine is shot, or moves into base-to-base contact with Varras at any point during its movement, it detonates.*



Exploding Spore Mine: *When it detonates, place the central hole of the large Blast marker over the mine. If Varras is completely covered by the Blast marker, he is automatically hit, and if partially covered, he is hit on a D6 roll of 4+. If hit, Varras is killed on a roll of 3+. Other spore mines hit by the detonation are wounded and explode on a 4+. The exploding mines are removed.*

The spore mine has detonated and both Varras and a spore mine have been hit. Varras is wounded by the roll of 3 and is killed, the spore mine is also wounded by the roll of 4 and will detonate.

At the end of his turn, the Tyranid player may put one spore mine currently not in play onto the table, touching any Infestation marker, to a maximum of eight mines.

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MISSION 2
RESCUE VARRAS

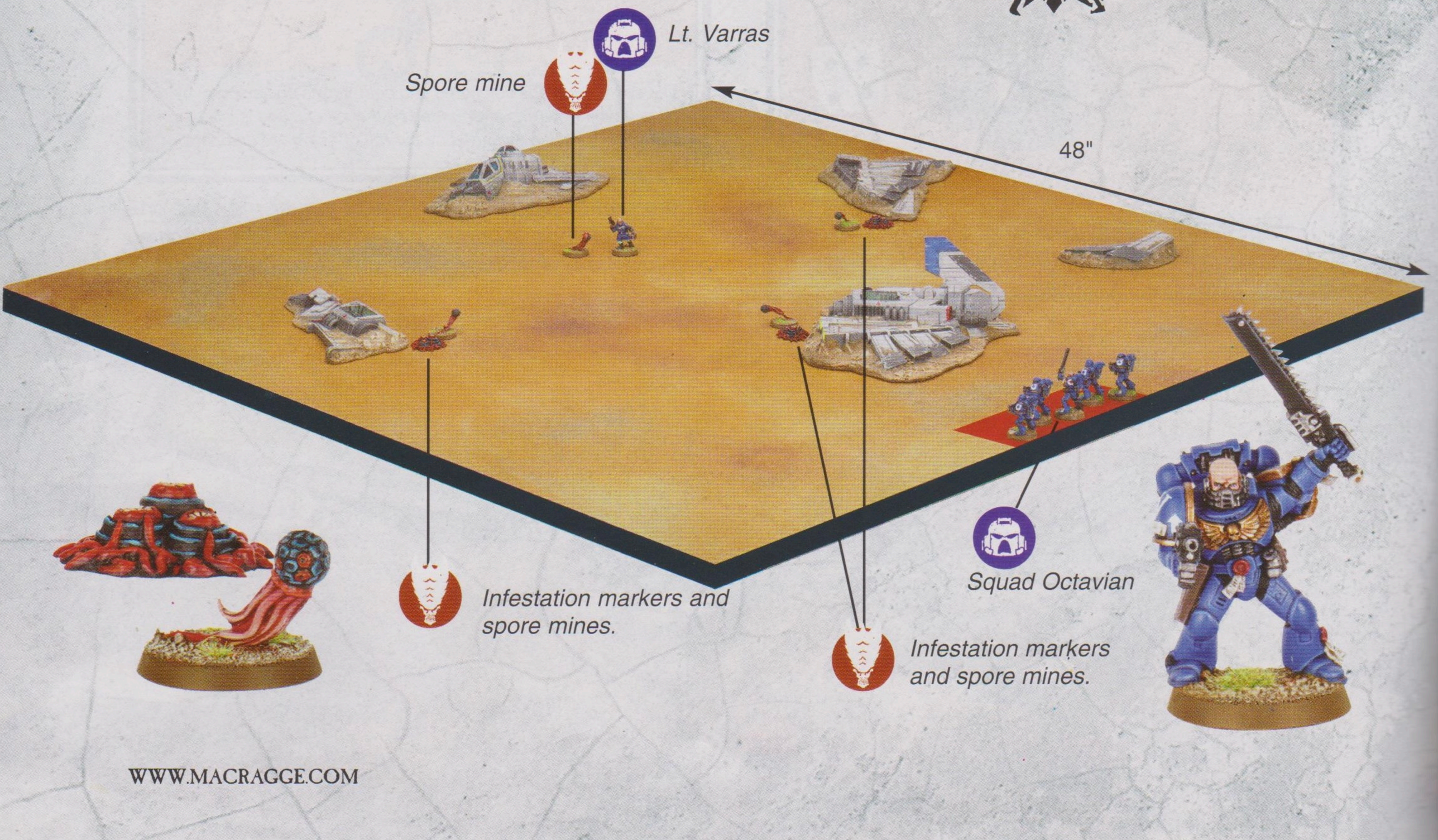
Brother-Sergeant Octavian of the Ultramarines 2nd Company stepped from the dirt clouds billowing up from the Thunderhawk's dust-off and quickly surveyed his surroundings. His squad had been entrusted with the mission of recovering the stranded pilot, and he knew they had to act swiftly and decisively, drawing as few additional enemies to the area as possible. His auspex displayed Varras' location and, while both the pilot and the gene-seed were safe for the moment, he knew that the Space Marines had to reach them soon. Only by purging the xeno creatures that threatened this mission would they be able to ensure the Chapter's continued survival. The Emperor would protect and guide them. They must not fail.

SET-UP

Terrain as for Mission 1. Place Varras anywhere within 12" of the cockpit wreckage. One spore mine starts in contact with each Infestation marker and one spore mine is placed 1" from Varras. Squad Octavian – Brother Sergeant Octavian with a bolt pistol and chainsword, three Space Marines armed with boltguns and one armed with a flamer – must be placed in the marked area, with no more than 2" between each model. The Ultramarines player gets the first turn and performs all his actions, then the Tyranids player takes his turn. This continues until one side wins.

OBJECTIVES

- Ultramarines Win: Destroy all Infestation markers and keep Varras alive.
- Tyranid Win: Varras and at least three Space Marines killed.
- Draw: Any other result.



ULTRAMARINES RULES

Move: *Squads (or units) are a group of models that move, shoot and assault together. All models in a squad must always end their move within 2" of another model from the same unit.*

The squad may move up to 6" in any direction in the Ultramarines' turn. If they move over wreckage roll two D6, the higher scoring dice is the maximum distance they can move this turn. Varras may move as before, treating wreckage in the same way as the Marines.

Shoot: *To avoid drawing more enemy to the area, neither Varras nor the Space Marines can fire their guns on this mission – only the flamer can be fired. Use the Template when shooting with the flamer-armed Space Marine, as shown below. The Template may not touch any friendly models. Anything touched by the Template is incinerated on a D6 roll of 4+. When hit, mines detonate and Infestation markers are removed. Detonation follows the rules from the previous mission.*

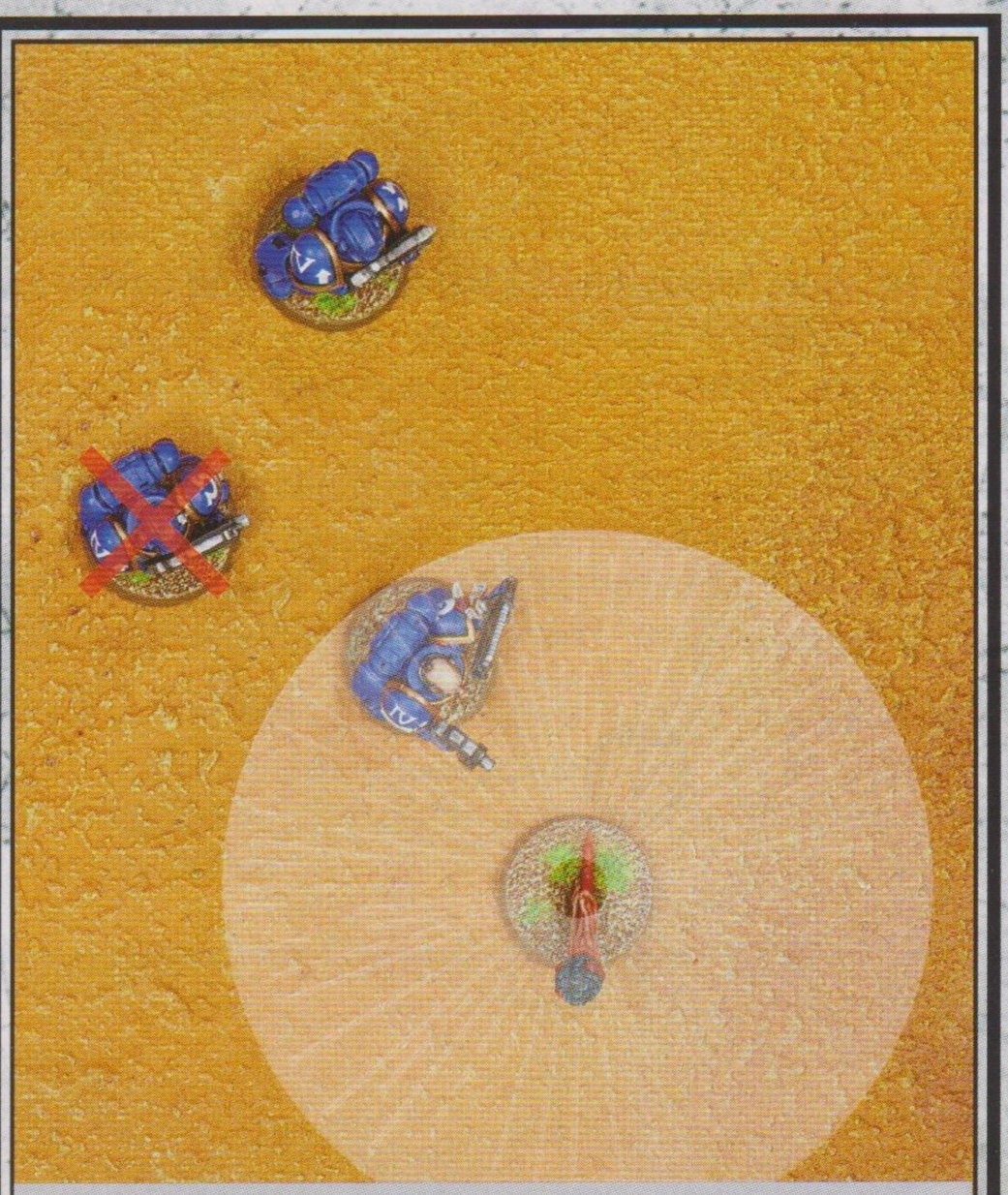
Anything touched by the Template is incinerated on a D6 roll of 4+, so the mine to the left of these two survives.

TYRANIDS RULES

Move: *The mines move as before. If one is hit by the flames, or moves into contact with a Space Marine or Varras, it detonates as detailed in the previous mission. Any Space Marine hit by the Blast marker is wounded on a 4+. Their power armour is capable of protecting them from the blast. Each wounded Space Marine can roll a D6, and on a result of 3+ they are saved by their armour. The spore mine is then removed from play.*

Note: *The Ultramarines player can decide which casualties to remove from the squad when any Space Marines are killed. This represents the survivors picking up the flamer or the Brother Sergeant's weapons.*

At the end of his turn, the Tyranid player may put one spore mine not in play onto the table, touching any Infestation marker, to a maximum of eight mines.



This spore mine has detonated, hitting and wounding Sergeant Octavian. The Space Marine player may decide to remove another model from the squad.

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MISSION 3
DISARM THE FUSION CORE

The gene-seed and Varras were under the protection of Sergeant Octavian's Space Marines, but it seemed that the fates were conspiring against them. Octavian's auspex indicated that the lander's fusion core was going into overload, and if they could not disarm it quickly, they and their invaluable cargo would be destroyed in the blast. Gathering clouds of dust on the horizon told him that quicker, deadlier Tyranid organisms now knew they were here.

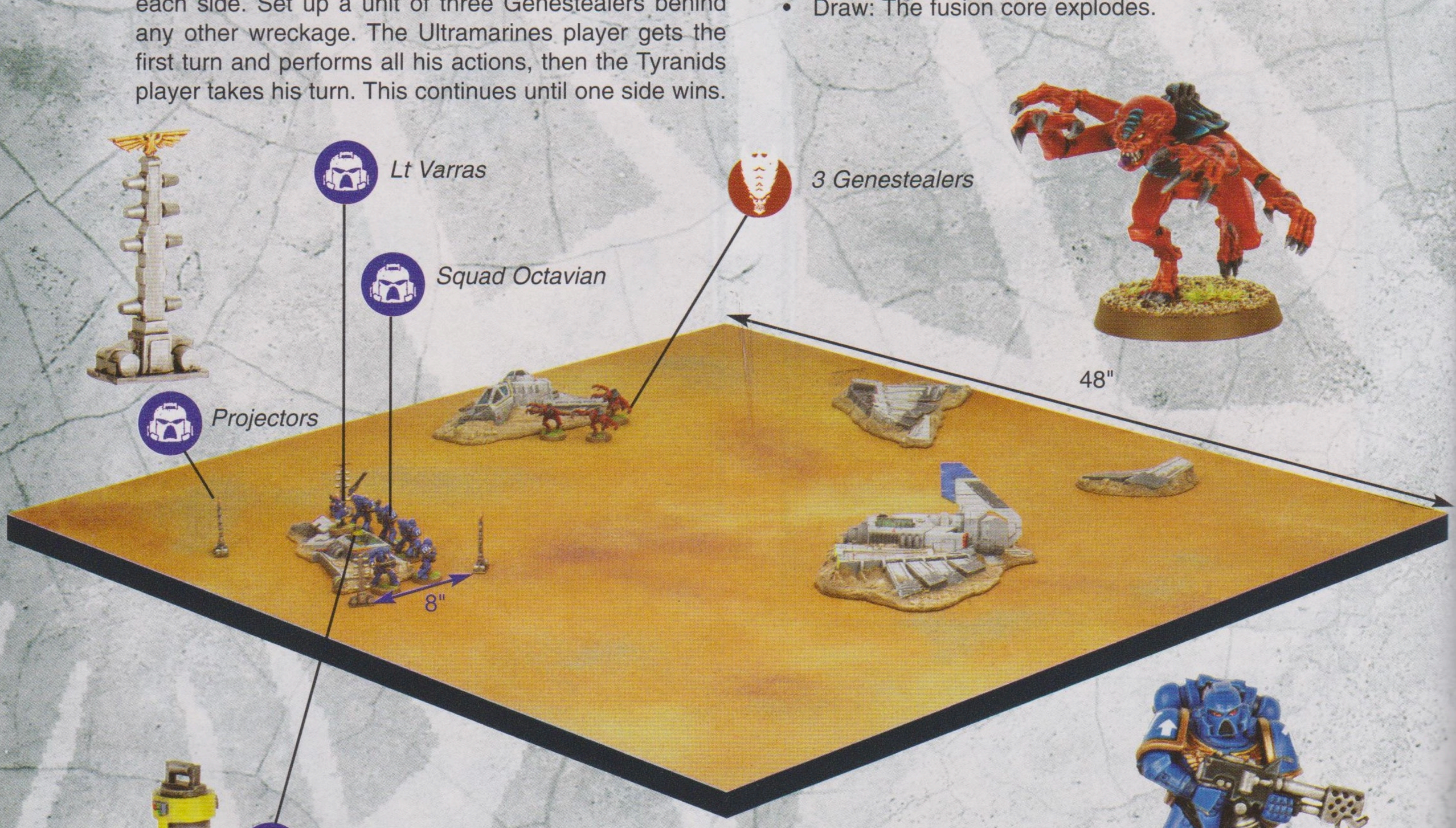
"Brother Septimus, erect the power field," growled Octavian, "Here is where we stand and fight."

SET-UP

Terrain as for Mission 1. Squad Octavian and Varras are set up touching the wreckage piece containing the removable fusion core. The four power field projectors are formed into a square around the wreckage, 8" along each side. Set up a unit of three Genestealers behind any other wreckage. The Ultramarines player gets the first turn and performs all his actions, then the Tyranids player takes his turn. This continues until one side wins.

OBJECTIVES

- Ultramarines Win: Kill 12 Genestealers and remove the fusion core.
- Tyranid Win: Move into contact with any enemy model.
- Draw: The fusion core explodes.



Fusion core

ULTRAMARINES RULES

Move: *The Ultramarines and Varras do not move.*

Shoot: *The Ultramarines may shoot at one Genestealer unit per turn. When not moving, the Space Marines with boltguns may fire one shot at targets up to 24" away, or may rapid fire at targets within 12", firing twice rather than once. Roll a D6 for each shot, any result of 3+ hits the Genestealers. All shots that hit may wound the Genestealers. A subsequent roll of 4+ wounds and kills those targets. However, potentially wounded Genestealers that are touching wreckage may be able to duck behind cover and save themselves. Roll a D6 for each of these wounding hits and, on a roll of 5+, the shot bounces harmlessly off the wreckage instead.*

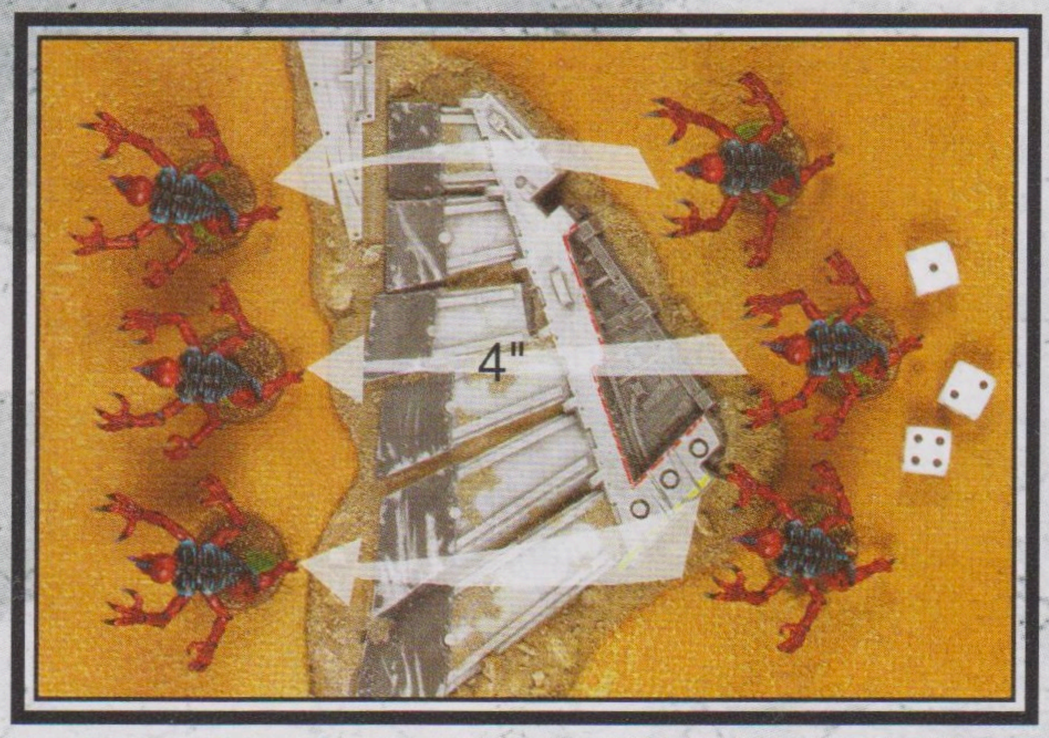
Both Octavian and Varras may fire twice up to 12" with their pistols. Octavian, being the better shot, has the same chances of hitting and wounding the Genestealers as the other Space Marines. Varras needs a roll of 4+ to hit his target, but still wounds on a D6 roll of 4+. When shooting with the flamer-armed Marine, roll a D6 for each Genestealer touched by the Template. On a 4+ they are killed – the broiling flames mean that even those hiding behind wreckage cannot save themselves.

Disarming the Fusion Core: *On every Ultramarines' turn, Varras can try to disarm and remove the core by rolling a 5 or 6 on a D6. While attempting to remove the core he cannot shoot. If the core is not disarmed by the end of the sixth Ultramarines' turn, it detonates, ending the game.*

The Power Field: *The power field allows the Space Marines to shoot out, but nothing can move between the projectors unless one of them is disabled.*

TYRANIDS RULES

Move: *In the Tyranid player's turn, he can move any Genestealer unit up to 6" in any direction. Every model in a unit must remain within 2" of another model from the same unit. The Genestealers are much quicker and more agile than the Space Marines; if they move over wreckage, roll three D6 and take the highest number as their maximum move distance.*



Assault: *If any Genestealer unit is within 6" of either a projector or an enemy model after their move, it may assault. This allows a second move that places them into base contact with their target. Each Genestealer in contact with a projector after movement rolls two D6 – a result of 6 disables the projector and removes the effect of the power field. A Genestealer moving into contact with an enemy model ends the game.*

At the end of the Tyranid player's turn, place any dead or unused Genestealers, as a new unit of at least two models, behind any piece of wreckage, more than 12" from any projector.

MISSION 4
THE INCESSANT XENO TIDE

"By the Throne, these hellspawn are fast!", yelled Brother Arrain, his bolter spitting death and blowing an advancing Genestealer apart in a spray of chitin and blood. "They are without end!"

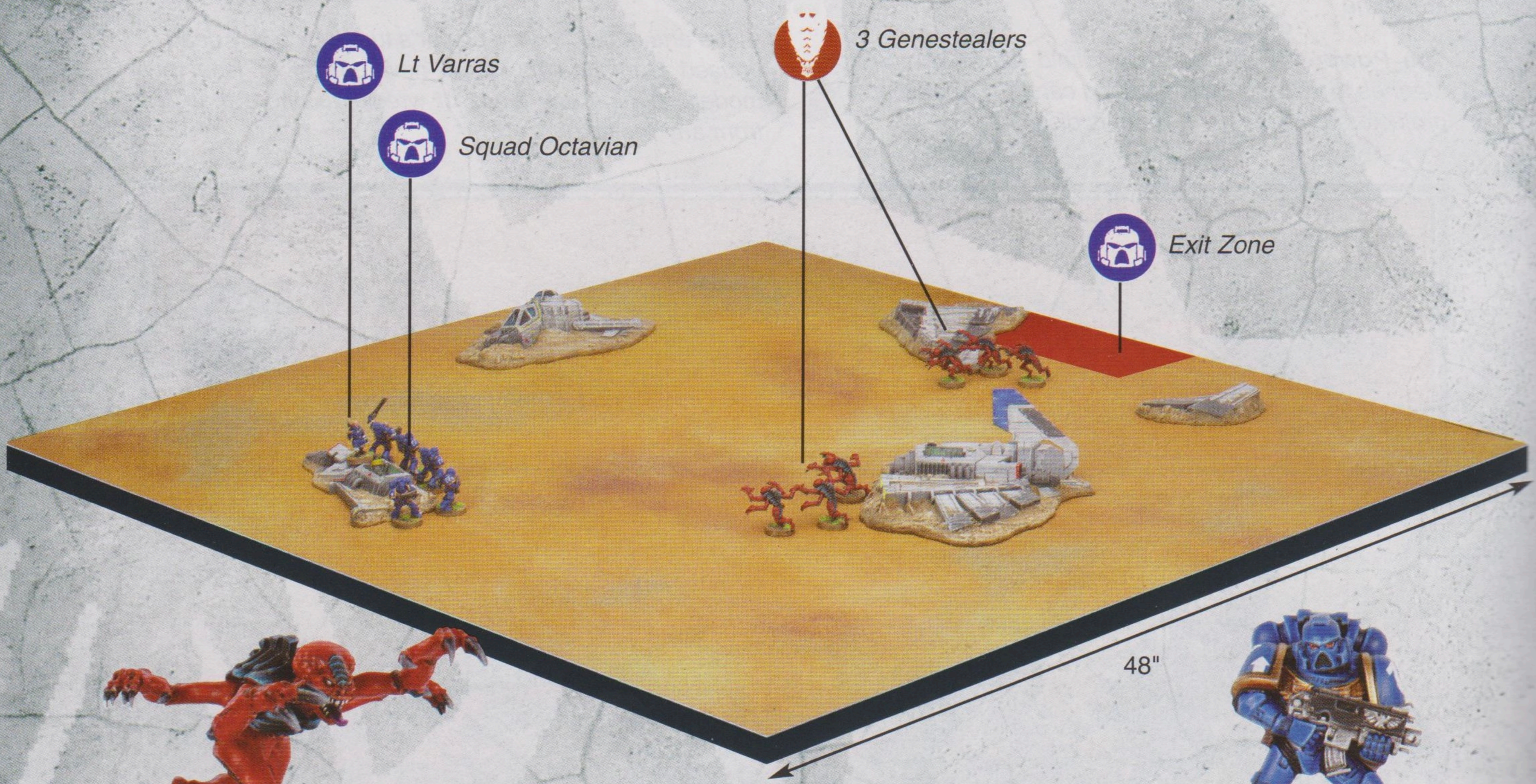
Octavian glanced towards Varras, now laden with the inert fusion core, and again across the battlefield to the approaching hordes. Against such odds, there was only one course of action – a fighting withdrawal towards clearer ground. They would fall back, shielding Varras and raining fire and fury down upon the Xenos. They were the Emperor's finest and they knew no fear. "Squad Octavian, fall back now. Kill the aliens! Kill them all!"

SET-UP

Terrain as Mission 1. The Ultramarines and Varras are placed as in Mission 3. The opposite table edge is the Exit Zone, 36" from the Space Marines. Place two units of three Genestealers next to two other pieces of wreckage. This time the Tyranid player goes first.

OBJECTIVE

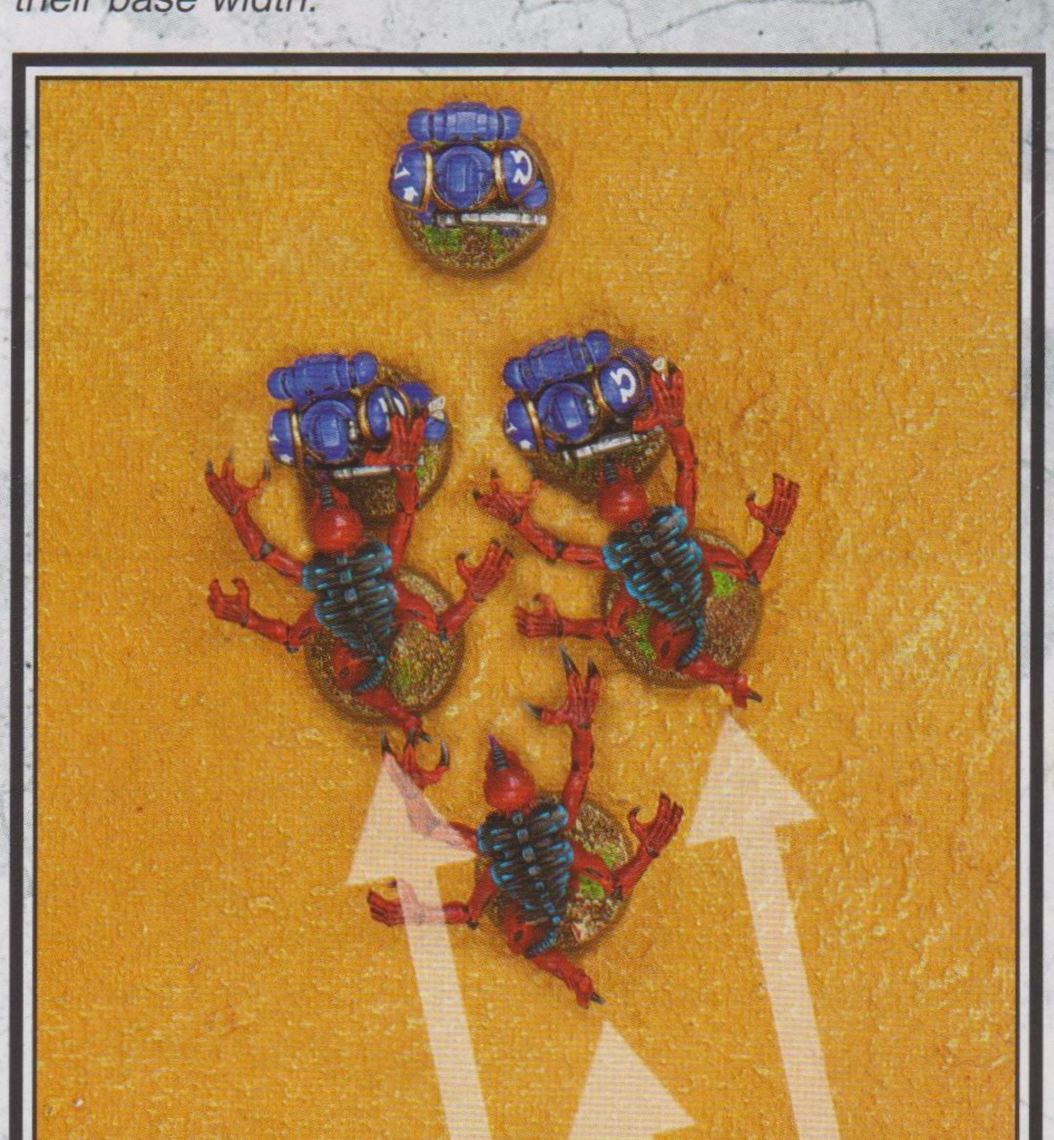
- Ultramarines Win: All Space Marines reach the Exit Zone with the fusion core and gene-seed canister.
- Tyranid Win: More than two Space Marines and Varras killed.
- Draw: Any other result.



TYRANIDS RULES

Move: *As previous.*

Assault: *Any Genestealers whose Assault move brings them into base contact with the Space Marines or Varras will fight in close combat. When moving the Genestealers into contact, they can spread out and attack different targets, so long as models from the same unit are no more than 2" apart. They cannot bypass unengaged models or move through gaps narrower than their base width.*



The Genestealer furthest back is unable to make contact with an enemy model, as it cannot fit between the other two models.

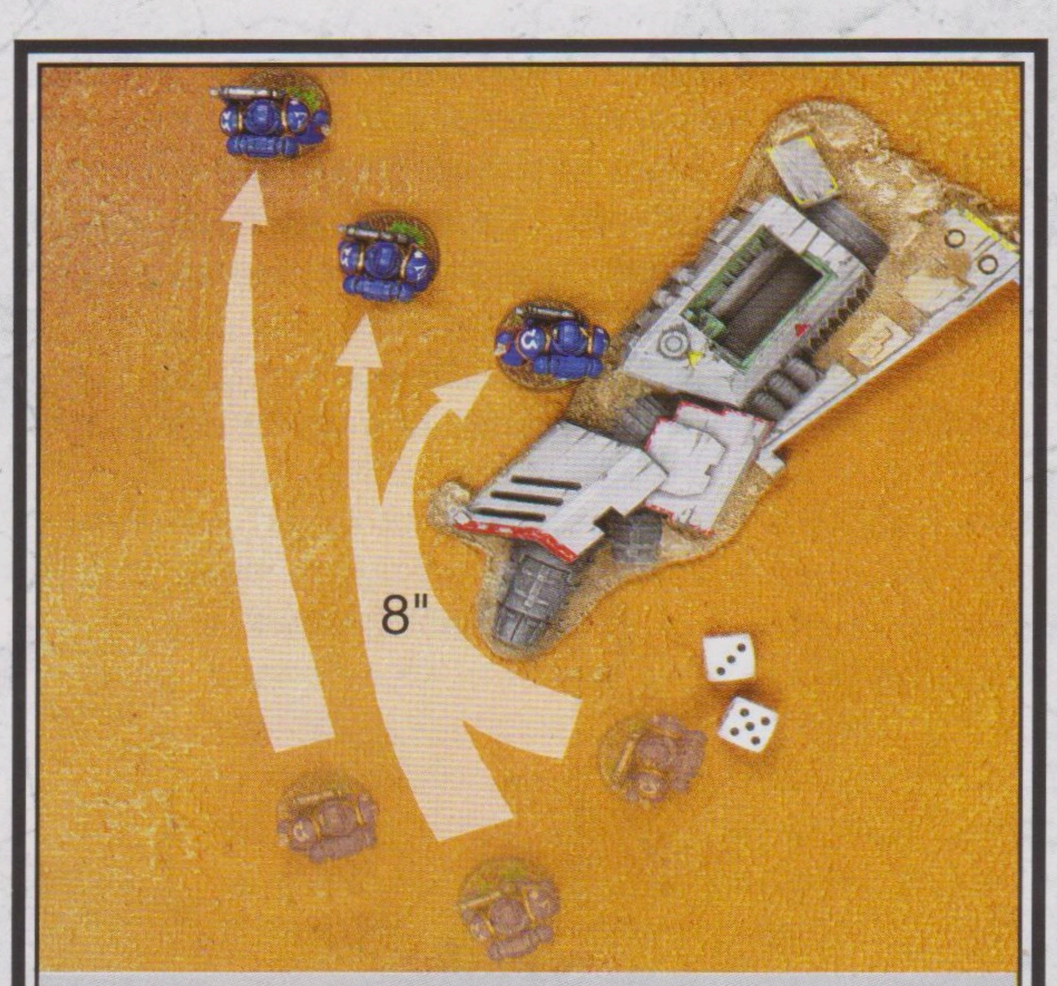
Genestealers are very fast and so get to strike first. They have two attacks, but on the turn they charge into assault, they gain a bonus attack, giving them three for that turn. D6 rolls of 3, 4 or 5 hit their target and have a chance to wound them. Varras is wounded on a subsequent roll of 3+, while the Space Marines are wounded on a 4+. Any To Hit roll that produced a 6 means the Genestealer instantly rends their opponent apart, tearing through their armour and killing them outright.

Saving throws: *Wounded models can make an Armour Save roll, to see if their armour prevents the wound. The Space Marines need to roll a 3+ to have their power armour save them, but Varras needs a 5+. Remember, saves cannot be made against Genestealers that roll a 6 to hit – their claws can punch straight through armour! Remove any Space Marine who fails his save. If Varras is incapacitated, he is picked up by the closest Space Marine (lie his model on the Space Marine's base as a reminder). If that model is later killed, move Varras to the next closest and so on – the squad will not leave him or the gene-seed canister behind.*

Fighting Back: *Any models that survive an assault strike back by rolling one attack each – Sergeant Octavian rolls an extra attack for his chainsword. The Space Marines hit the Genestealers on a 4+ and inflict a wound on a subsequent roll of 4+. Varras needs a roll of 4+ to hit and a subsequent roll of 5+ to wound. Genestealers have their own natural armour, and can avoid being wounded on a roll of 6 for their Armour Save. Genestealers that fail to save are removed.*

ULTRAMARINES RULES

Move: *The Ultramarines player is falling back, giving them a rapid, fighting retreat. Each turn the squad (including Varras) move 2D6" in a direction chosen by the Ultramarines player, remaining within 2" of each another. They will even break off from combat with the Genestealers in order to continue falling back. The squad must move as directly towards the Exit Zone as possible, but may go around Genestealers and wreckage. If they wish to move over wreckage, cut the squad's move to half what they rolled (rounding up).*



With a Fall Back roll of 8", the Space Marines move around the wreckage rather than over it.

Shoot: *The Ultramarines may shoot at one Genestealer unit per turn, as detailed in Mission 3. However, as they are on the move, they may only rapid fire. Varras and Octavian get a single shot with their pistols and the flamer Marine fires as normal.*

Carrying the Fusion Core: *Varras or any Space Marine can carry the core but it may not be passed from model to model while moving. If the carrying model is killed, the core is picked up by the closest friendly model. If that model is later killed, move the core to the next closest and so on.*

MISSION 5
REINFORCEMENTS

The distinctive roar of bolter fire and the shrill screeches of dying Tyranids told Brother Atreus that his reinforcements were not too late to aid his brother Space Marines.

"Brother-Sergeant Octavian, this is Squad Atreus. Hold your position, we are moving to assist."

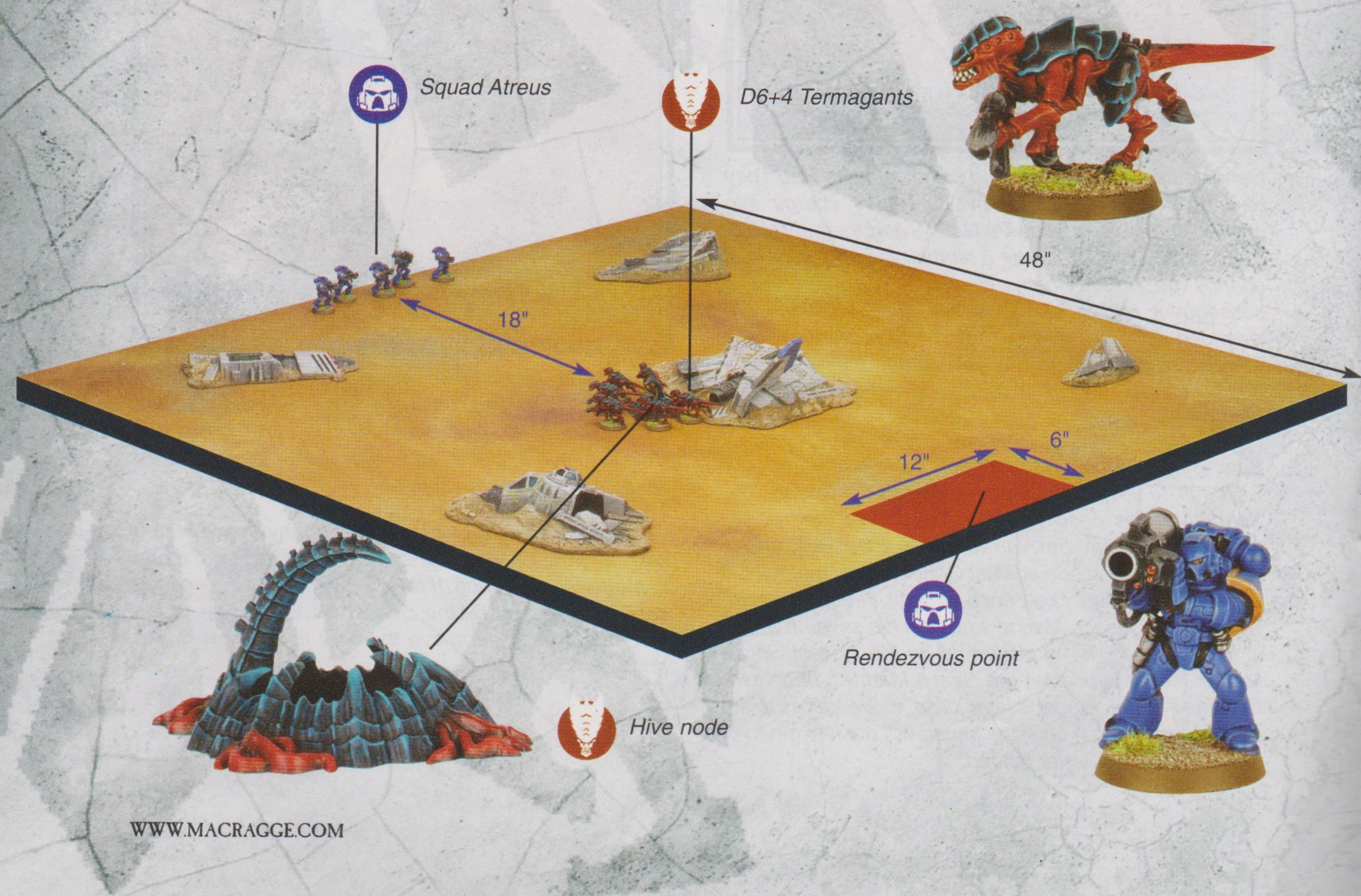
Atreus climbed the ridge and gazed down upon the battle below, seeing teeming hordes of Termagants swarming around a pulsing hive node that was partially obscured behind smouldering wreckage. He knew that these creatures had to be purged before they could rendezvous with Squad Octavian, and he gave the order to advance. All would perish.

SET UP

Deploy Squad Atreus – four Space Marines with bolt-guns and one with a missile launcher – on one table edge. Put a large piece of wreckage 18" away from the Space Marines, with the Tyranid hive node directly behind it. Place another two pieces of wreckage more than 6" away from the hive node, and four to ten Termagants (four plus an extra D6 worth of Termagants), touching the node. The Ultramarines player goes first.

OBJECTIVES

- Ultramarines Win: Squad Atreus reach the rendezvous point.
- Tyranid Win: All Space Marines dead.
- Draw: Any other result.



ULTRAMARINES RULES

***Move**: The Ultramarines squad can move up to 6" a turn, but may not move within 1" of Termagants unless assaulting them. If the Ultramarines end their move within 6" of a group of Termagants, they can assault.*

***Shoot:** The entire squad of Ultramarines may shoot at one unit of Termagants per turn. If the squad has not moved, it may fire the missile launcher, and all of the Space Marines with bolters may fire one shot at targets up to 24" away, or rapid fire at targets within 12". If they have moved, the missile launcher cannot fire and the Space Marines with bolters may only rapid fire at targets within 12".*

The Space Marines with bolters hit the Termagants on a roll of 3+. However, as these creatures are smaller and weaker than Genestealers, they are wounded on a roll of 3+. Termagants touching wreckage or the hive node can try to make a Saving throw on a roll of 5 or 6 against each potential wound they take, representing them ducking behind cover.

***The Missile Launcher:** The Space Marine with the missile launcher can only shoot if the squad remains stationary – he has to steady his aim and brace himself. The weapon gets one shot a turn, with whichever missile type the player chooses, and shoots up to 48". It hits on a roll of 3+ and fires two kinds of missile, one designed to attack enemy troops and one used to destroy heavily armoured targets.*

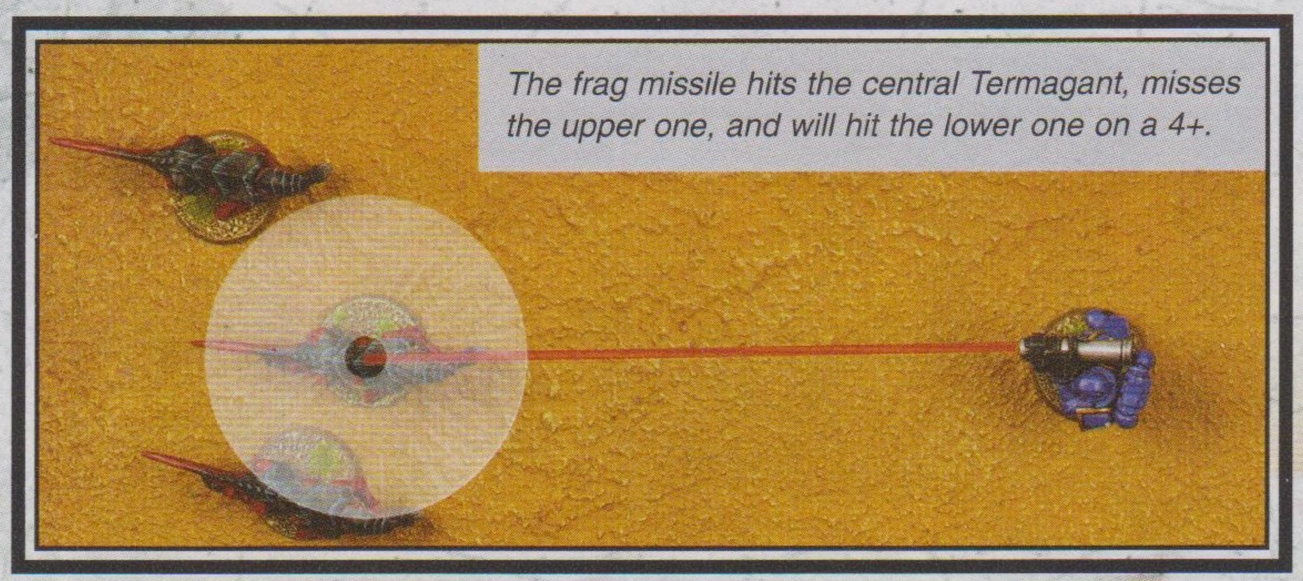
***Frag Missile:** An anti-personnel explosive round designed to shower an area with razor sharp metal fragments. If the shot hits, place the small Blast marker over one of the target models. That model, and any others whose bases are covered by the marker, are wounded on a 3+. Any model whose base is touched by the marker but not covered will be hit on a 4+, and if hit may then also be wounded on a successive roll of 3+.*

***Krak Missile:** A missile with a more concentrated blast, designed for cracking the armour of tanks and bunkers. It is also capable of damaging the hive node on a 3+. The squad may not split its fire between the hive node and Termagants – all of the squad must choose the same target. If the hive node is targeted, the other Space Marines' bolter fire need 3+ to hit and then a 6 to wound, as their weapons lack the same destructive punch as the missiles.*

***Assault:** If the Ultramarines end their move within 6" of a Termagant unit, and did not fire, they can charge into close combat. Move each Space Marine up to 6" to make base contact with the nearest Termagant. They can spread out and attack different targets, so long as all models from the unit are within 2" of another model from the same unit. They cannot bypass unengaged models or move through gaps narrower than their base width.*

In close combat, each Space Marine rolls one dice to hit, but gains an extra attack, and therefore rolls two dice, on the turn they charge into assault. They need a 3+ to hit and 3+ to wound the Termagants. If wounded, Termagants may make an Armour Save on a D6 roll of 6, as their tough hides and bone plates protect them. Any that fail their Armour Save are removed.

However, Termagants are as fast as the Space Marines, and strike back at the same time – even those that would have been removed after being wounded (lay these models down to remind you to remove them after they have attacked). They roll one dice each needing a 4+ to hit and 5+ to wound the Space Marines. Wounded Space Marines must roll 3+ for their Armour Save or be removed. Once the Ultramarines are in close combat with a Termagant unit, they may not move away until all Termagants in the unit are dead.



The frag missile hits the central Termagant, misses the upper one, and will hit the lower one on a 4+.

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TYRANIDS RULES

Move: *As Genestealers in previous missions.*

Shoot: *Termagants are different to Genestealers, hunting their prey with bio-organic weapons called fleshborers rather than tooth and claw. Termagants can shoot up to 12". Each Termagant rolls one dice when they shoot (whether they moved or not) hitting on a 4+ and wounding on a further roll of 4+. Wounded Space Marines must roll 3+ for their Armour Save or be removed. The Ultramarines player chooses which models are lost.*

If a Termagant unit doesn't shoot, it can scuttle to a new position, moving an extra D6" (just make one roll for the whole unit). This additional distance is not reduced by moving through wreckage.

Assault: *Termagants that end their move within 6" of the Space Marines may assault. They may do this even if they fired their fleshborers. They follow all the previous rules for moving into base contact, and gain one extra attack on the turn they charge into assault. The Termagants and Space Marines will fight simultaneously, as detailed in the Space Marine Assault section. If there is a combat left from the Ultramarines' turn, fight again in the Tyranid turn. Once in close combat with the Ultramarines, they may not move away until all enemy models in the unit are dead.*

The Hive Node: *The node is a living entrance to an underground organism busily creating more Tyranids. It is incredibly tough – it takes four wounds to completely disable the node. When the hive node takes two of its four wounds, it is damaged, and will be less effective at creating replacement Tyranids.*

If the hive node has taken less than two wounds, at the end of the Tyranid's turn any Termagants not in play are placed touching the hive node. If the node is damaged but not disabled, the Tyranid player may return just two Termagants per turn. Whenever there are four or more Termagants at the node, they form a new unit and may move off. Until then, they can shoot but may not move. Once disabled, the hive node stops reproducing Tyranid replacements altogether.

Termagants are returned touching the hive node if possible, but must always be more than 1" away from any enemy models that may be close to the hive node.

Having played through the first five missions of Battle For Macragge, you will have learned – and hopefully understood – all of the basic rules you need in order to play a small scale game of Warhammer 40,000. You now know how to move your models, both as individual characters and squads, how to shoot with various weapons over different ranges, and how Assault moves and hand-to-hand fighting work. Inflicting wounds, Armour Saving throws and casualty removal all follow on from these rules, and this covers all of the common rules that appear in every Warhammer 40,000 game.

In Mission 6 you put all of these things together and play a fully-fledged game of Warhammer 40,000. Two separate squads of Space Marines pit themselves against all of the Tyranid menace they have encountered so far, and try to escape with their precious cargo. Both sides have multiple objectives to achieve, and the mission introduces the idea of major and minor victories. There's also a significant time pressure on the Space Marines as the mission has a turn limit, something else that is commonplace in Warhammer 40,000 battles. All of the key rules can be found on the summary sheet at the back of this book.

After this mission your next steps are to play your own variants of the missions in this book, download the additional missions from the website, or move on to the main rulebook included in this set. There you will find all of the rules used in standard Warhammer 40,000 games, which are a simple step up from those you've just learned.

The addition of racial profiles, Leadership tests and morale all give additional detail to these basic rules. There are rules for vehicles, artillery and heavy fire support, rules for the effects terrain has on movement and line of sight – the level of detail grows as your understanding of the game advances and situations arise that need further adjudication. Warhammer 40,000 is there for you to explore and enjoy, and once you've finished Mission 6, you'll be more than equipped to take that next step.

MISSION 6
PURGE THE XENOS

Furious bursts of bolter fire ripped across the wreckage-strewn landscape as Squad Octavian fought desperately to halt the endless tide of Genestealers swarming from every direction. A vox message, almost drowned by the gunfire and shrill cries of dying xenos, crackled across the vox-net.

"Brother Atreus, this is Sergeant Octavian. Your assistance is timely indeed. Converging on your position now."

"Sergeant, we have encountered an additional threat," responded Atreus. "There is a hive node nearby, an abominable orifice spewing forth more of the xenos, spitting them from the earth like some foul infestation. We have damaged it, but not yet managed to destroy it."

The Sergeant peered across wreckage and picked out the hive node beyond, a writhing, fanged maw that disgorged more Termagants and Genestealers, each immediately scuttling to join the battle. Atreus was correct – before clearing the area this threat had to be wiped out.

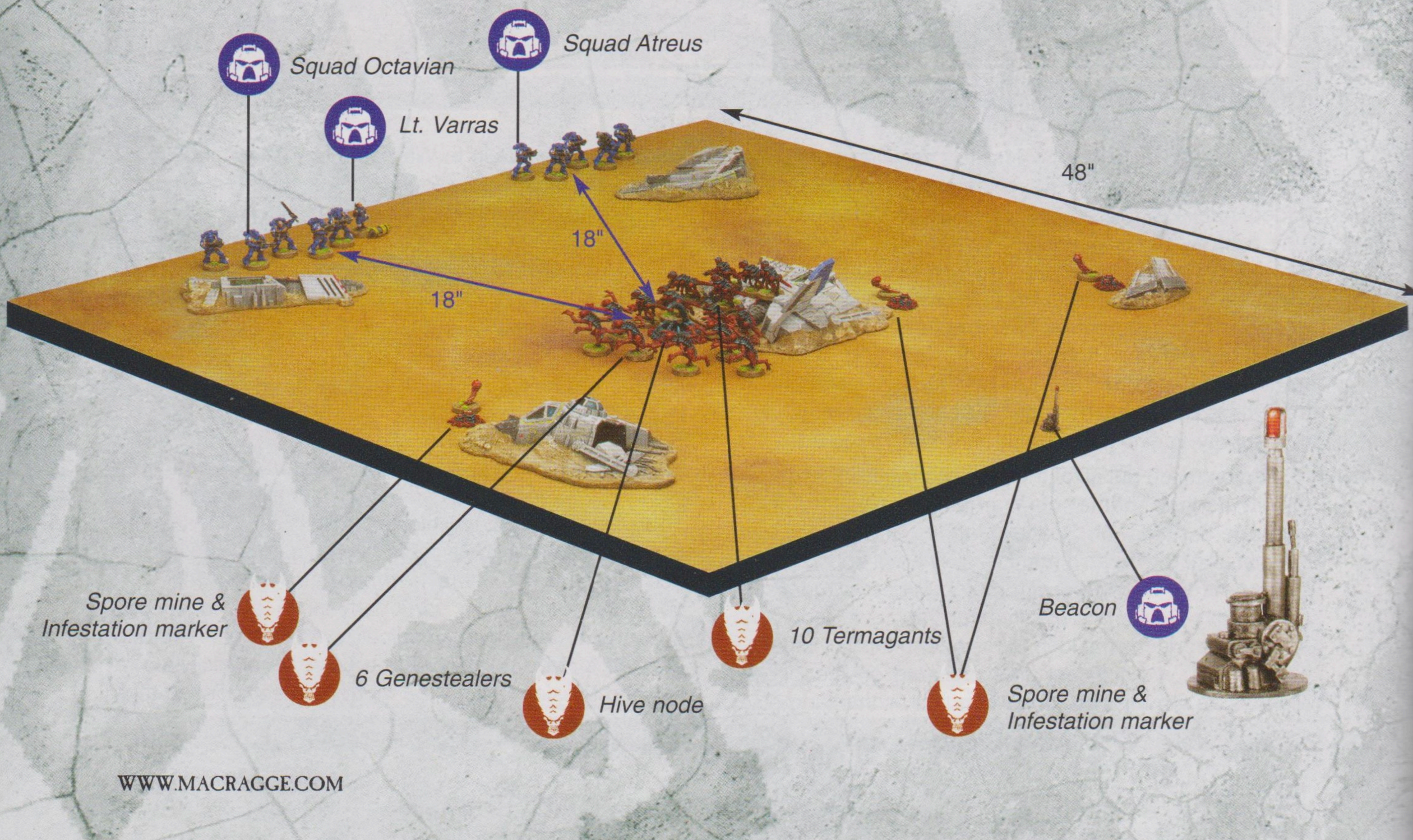
"Atreus, maintain supporting fire. We have an opportunity to destroy this abomination and must take it. We will make good use of the fusion core Varras carries with him, and purge this xenos infestation once and for all. By the Emperor, these beasts shall rue the day they sought to despoil Macragge!"

SET-UP

Terrain as in Mission 5. Squad Atreus and Squad Octavian are placed on one table edge, 12" apart. The locator beacon is put in the centre of the opposite table edge. The hive node is placed as in Mission 5, with one unit of six Genestealers and one unit of ten Termagants touching it. The Tyranid player places three Infestation markers touching any wreckage, no closer than 12" from the Space Marines. One spore mine, of any type, is placed by each marker. The Ultramarines player goes first and must escape the planet by the end of his twelfth turn.

OBJECTIVES

- Ultramarines Win: Major – Hive node destroyed, all Space Marines escape with the gene-seed.
- Ultramarines Win: Minor – Hive node destroyed, at least five Space Marines escape with the gene-seed.
- Tyranid Win: Major - Hive node intact, all Space Marines dead.
- Tyranid Win: Minor – Hive node intact, more than two Space Marines dead.
- Draw: Any other result.



ULTRAMARINES RULES

Move: *Both squads move as in Mission 5.*

Shoot: *Each squad can shoot at one unit of Tyranids per turn. They can target either Termagants, Genestealers, spore mines or Infestation markers. Bolters and frag missile hits need a 4+ to detonate mines and destroy markers.*

Assault: *Either or both squads can choose to charge into assault as detailed previously. Remember a squad cannot charge if it shoots, and gains one additional attack for each model that moves into base contact with an enemy model on the turn it charges.*

The Fusion Core: *Both Varras and the core can be carried as detailed in Mission 4. The core is the only thing that can completely destroy the hive node. To do this the squad with the core must assault the node. The model carrying the core must move into contact with the node and, on a D6 roll of 3+, drop it down the oozing gullet. If the attempt fails, the model can try again in the next round of close combat. Once the core is successfully dropped into the node, it will explode after two more complete Ultramarines' turns, utterly destroying it and removing it from play.*

Retrieval: *An Ultramarine who remains in contact with the beacon for a whole turn without moving can activate the locator signal; they can still shoot or fight but must maintains contact with the beacon. At the end of the following Tyranid turn, the Thunderhawk gunship Cestus arrives to pick up the survivors. Any Space Marines not within 6" of the beacon at the end of the next Ultramarines' turn cannot get aboard in time and are considered casualties.*

TYRANIDS RULES

Move/Shoot/Assault: *Termagants and Genestealers will move, shoot and assault exactly as described in previous missions.*

Infestation markers: *At the end of the Tyranids turn, each Infestation marker is able to return a spore mine not in play. The type of mine returned is determined by whichever model is chosen. Infestation markers can be destroyed by one flamer wound or two other wounds of any kind. Spore mines in this mission are either explosive, acid or poison mines, as represented by their models. Whatever their type, spore mines return to play using the same method as in Mission 1.*

Acid Spore Mine: *Acid spore mines, when they make contact with an enemy or are detonated by being shot, spray out gouts of concentrated acid. Roll the Scatter dice. If an arrow is rolled, place the Template with the small end touching the mine, pointing in the direction rolled. If a 'HIT' is rolled, the Tyranid player can choose the direction of the Template. Any non-Tyranid model wholly or partially covered by the Template is automatically hit. Varras is wounded on a roll of 3+ and Space Marines on a 4+. The acid is so strong that it burns through any armour, even power armour, allowing no saves. The spore mine is then removed from play.*

Poison Spore Mines: *When a poison spore mines detonates, place the central hole of the small Blast marker over the mine. Any non-Tyranid model covered by the Blast marker is hit, and will be wounded on a D6 roll of 4+. Wounded models must check to see if their armour saves them. Varras saves on a D6 roll of 5+, while the Space Marines need a 3+. The spore mine is then removed from play.*

Exploding Spore Mine: *When it detonates, place the central hole of the large Blast marker over the mine. If Varras is touched by any part of the Blast marker, he is killed on a D6 roll of 3+. Any Space Marine touched by the Blast marker is wounded on a 4+, and has an Armour Save of 3+. The spore mine is then removed from play. Other spore mines under the marker are detonated on a 4+. The mine is removed from play.*

The Hive Node: *Functions as in Mission 5. It begins the mission with four wounds and will return dead or unused Tyranids at a rate of three Termagants and two Genestealers per turn. Once it has taken two wounds, it is damaged, and will return just two Termagants and one Genestealer per turn. If disabled, the hive node stops reproducing Tyranid replacements altogether. Once four Termagants or two Genestealers are reproduced by the hive node, they operate as a unit with all previous rules. Until they have enough models to form a unit, they may not move, but can shoot or fight in close combat and count as in cover if shot at. Termagants and Genestealers are returned touching the hive node if possible, but must always be more than 1" away from any enemy models that may be close to the hive node.*

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COLLECTING AN ARMY

The missions in Battle For Macragge have so far taught you how to move, shoot and fight with your models and introduced you to the basics of the Warhammer 40,000 hobby. In the last mission there were ten Space Marines battling against a greater number of Tyranid spore mines, Termagants and Genestealers – that is but a small skirmish in the larger world of Warhammer 40,000 games.

Battles in the Warhammer 40,000 universe involve vast armies of warriors clashing with each other on massive battlefields, with troops ranging from tiny swarms of creature through to devastating Imperial tanks. However, all armies, regardless of how large and impressive, begin with the same first steps; the basic troops.

The models in this box represent the beginnings of a Space Marine and Tyranid force, and with them you have the first rung on the ladder to a full-scale army. The battle scene below depicts two such armies in conflict, and the models you already have are shown amongst them. By gradually adding more models you can build up all the various elements that make for a tactically flexible and imposing army, more than capable of holding its own on a battlefield.

Whether you decide to go for Space Marines and Tyranids or another army entirely, it's a good idea to pick models from a race you like the look of – the metallic and skeletal Necrons, the lithe and deadly Eldar or even the brutish and crude mobs of Orks – as the start of your collection. The Warhammer 40,000 rulebook in this box has a brief introduction to all of these races, but getting hold of the relevant army book for your race, called a Codex, is essential for building a proper army. The Codex tells you much more about your troops; how they fight, their background, racial history, special characters and other details. It also covers useful elements, such as uniforms and painting schemes.

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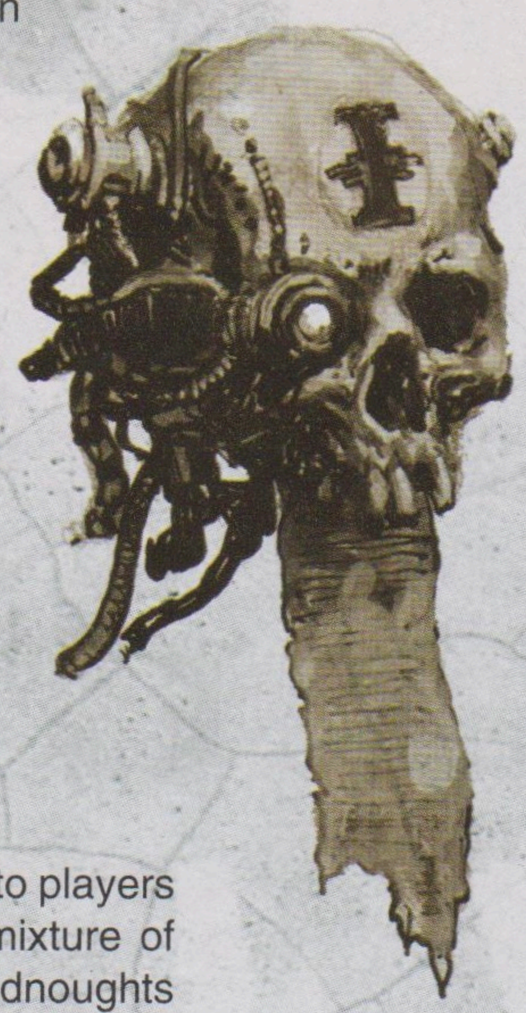
COLLECTING A SPACE MARINES ARMY

Space Marines are without doubt one of the most popular armies available to players of Warhammer 40,000, particularly to first-timer players. Why? Well, mainly because they are hard as nails! Even the most basic trooper in a Space Marine army is more than a match for those he faces on the battlefield. In terms of a straight comparison with troops from other races, Space Marines tend to shoot better, fight better and have a better Saving throw than the majority of creatures out there. They are armed and armoured as befits the elite fighting force of the Imperium, and are generally equipped with a wide variety of weaponry, ranging from the trusty boltgun to the deadly assault cannon, and with more than adequate support in terms of bikes, tanks and other assorted vehicles. They also have their superb power armour; the majority of the shots that find their mark on a Space Marine will simply bounce harmlessly off the bonded ceramite plates.



Collecting a Space Marine army often appeals to players because of how it functions and looks. The mixture of squads, transport vehicles, tanks and Dreadnoughts make for an arresting sight when fully painted and ready for battle. Space Marines also have a great deal of tactical flexibility too – while they have units that are specialised in different types of fighting, a single Space Marine can be relied upon to fulfil most roles required of him. Also, as the majority of Space Marine Chapters tend towards simple markings and colour schemes, even a beginner can paint up an army that looks great. Adding detail to your models is easy too, as Space Marine transfer sheets remove the need for any particularly tricky painting when it comes to badges and markings.

The Space Marines models you currently own make up a Tactical squad. While you can invent any number of ways to continue playing with just these few models, the addition of one or two others will provide you with loads of new gaming opportunities. Shown below are some of the models that we've included in the extra missions that can be found at WWW.MACRAGGE.COM – the Command squad, Assault squad and Dreadnought.

Command Squad

Even in an army filled with elite soldiers, there are individuals who rise above their brothers and become the heroes who command them in battle, a cadre of highly disciplined and accomplished warriors. The squad includes a Captain, Company Champion, Apothecary, Standard Bearer and Veteran Sergeant.

Assault Squad

The Assault squad are Space Marines equipped with jump packs, allowing them to get quickly into the action and close with the enemy; armed with close combat weapons and pistols, there are few adversaries that can stand against them once engaged.

Dreadnought

A Dreadnought is a walking war machine piloted by a mighty Space Marine warrior who has been saved from death by his internment in this armoured sarcophagus. Often called "Ancient Ones", these revered machines allow the most glorious of warriors the chance to continue to serve the Emperor for many centuries, or even millennia.

COLLECTING A TYRANID ARMY

The Tyranids are viewed as the most alien of all the races that the Space Marines have encountered as the Imperium stretches across the stars, and it is this feature that makes them one of the favourite armies in the Warhammer 40,000 game. There is nothing even vaguely humanoid about these bioengineered killing machines, and the variety of troops at their disposal allows for an army made up of very diverse and specialised creatures indeed. Where a Space Marine army has a pleasing uniformity to it, the living tide of Tyranids that swarm across the battlefield to literally tear apart their enemies can be a very daunting sight.

The Tyranids are an army of tooth and claw, and while they are not a match for Space Marines on a one-to-one level, these creature are spawned in their thousands and can easily overwhelm an opponent with sheer weight of numbers. Each part of the army has genetically created with bio-weapons that are designed to fulfil a specific purpose; the Genestealers have rending claws that can rip through the thickest of armour, be it man or machine, while Termagants have been designed to have projectile weapons crafted from their very flesh, spitting living organisms as their missiles rather than bullets. Scything talons, bio plasma, flesh hooks, venom cannons, acid blood and crushing claws – the armoury of the Tyranid is as varied as it is deadly.

Collecting Tyranids leads the player down the route of choosing a few specialised creatures to fulfil certain battlefield roles, while bulking up the army with the basic combat troops – where everyone in a Space Marines army is a valuable asset to lose, a Tyranid player will expect to throw endless numbers of almost disposable troops at the enemy, drowning them in a tide of alien frenzy. As for painting such an army, your imagination is your only limitation. Tyranid hive fleets spawn creatures best equipped to function on whatever world it is they intend to strip bare, so colours and markings can be as varied as you desire.

With the Genestealers, Termagants and spore mines in this box, you have three types of the many Tyranid troops that make up an army. As with the Space Marines, a few additions to these models will allow you to play all of the extra missions that can be downloaded from WWW.MACRAGGE.COM.

Adding Hormagaunts gives you more of the troops that make up the mainstay of the Tyranid 'foot soldiers', while the more specialised support roles of the Biovore and the mighty Tyranid Warriors show you how to really make the most of these terrifying alien creatures.

Tyranid Warriors

These fearsome alien creatures stride alongside the smaller Tyranid organisms, providing a much more potent threat than the swarming creatures around them. Standing upright they are taller than a Space Marine and can fulfil many battlefield roles, as the variety of weapon adaptations they bear has proven.

Hormagaunts

Like the Termagant, these creatures are a variant of the Gaunt species, and are far more capably adapted for close quarter fighting. Given scything talons rather than fleshborers, and the ability to bound forward and leap with great speed and agility, they are troops that can quickly overrun an enemy.

Biovore

A living artillery piece, these alien creatures belch out spore mines and send them arching over great distances and into the enemy lines, causing chaos amongst the opposing ranks. Spore mines alone are dangerous things, but when a creature can deliver these into the heart of enemy ranks, they become more deadly than ever.

PAINTING YOUR MODELS

While you can play with your Citadel models straight out of the box, you will soon realise from the pictures shown throughout the book, how much better they look when they are painted. Here we show you two simple colour schemes and a couple of effective techniques for making your armies look great. These painting schemes are just a suggestion, but one of the more appealing aspects of the hobby is that you can paint up your models so they have the colours and styles that appeal to you.

Don't worry about being too neat and tidy when you first start painting your models – once you've got them all painted up, and stand them side by side as a whole army, you can go back and touch up any mistakes afterwards.

GENESTEALER

All of the Tyranid organisms featured in the Battle For Macragge box follow the same colour scheme, and can by painted using the same techniques.

1

Apply a Chaos Black undercoat to the model.

2

Drybrush the head and torso of the model with Hawk Turquoise paint.

3

Paint the body with Blood Red paint.

4

Use Liche Purple to paint the tongue.

5

Paint both teeth and eyes with Bleached Bone.

6

To finish your model, decorate the base as shown opposite.

DRYBRUSHING

Drybrushing is a simple and effective technique for adding highlights to your models.

Take a brush and dip it into your chosen colour of paint. Now run the brush over a tissue or piece of paper until the strokes leave almost no colour, even when applied with pressure. Stroke the brush gently over the surface you wish to highlight. Ideally, the brush should leave only a fine, even dusting of colour on the high points on the model. Repeat this process until you are happy with the results.

TOOLS & MATERIALS

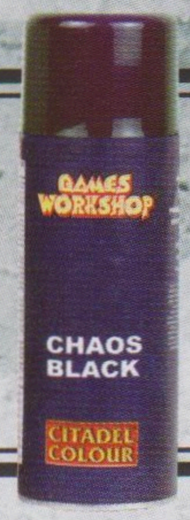
The tools and materials that you may need to paint your models include:

A Games Workshop Standard brush, PVA woodworking glue, sand, a craft knife and a selection of Citadel colour paints (see pot colours with each model), which are all available from Games Workshop.

UNDERCOATING

An undercoat provides a good surface for your paint to adhere to, as well as acting as a base colour for later layers of paint. It is common to undercoat either in white or black. In the case of these models, we used black.

Chaos Black undercoat spray will provide a faster and more even covering.



SPACE MARINE

The Space Marines require most of the same techniques that you will already have used on your Tyranids, but in addition, they make use of waterslide transfers.

1

Apply a Chaos Black undercoat to the model.

2

Drybrush the backpack and weapon with Boltgun Metal.

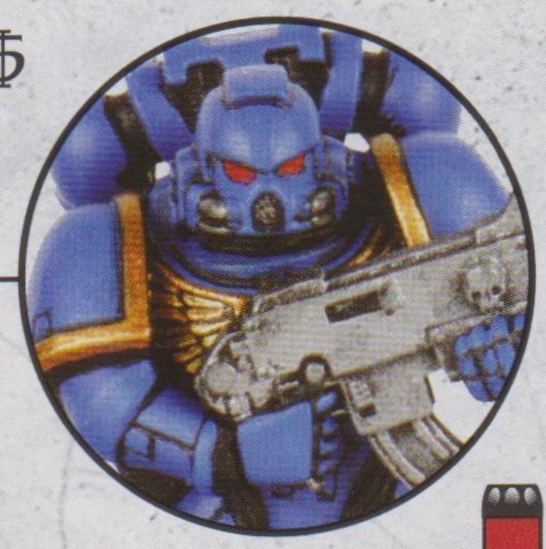
3

Apply a layer of Ultramarines Blue to the armour, taking care around joints and panel lines.

4

Paint the shoulder pad edging and chest eagle with Shining Gold paint.

5

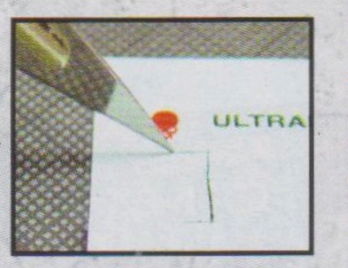


Carefully paint the eyes with Blood Red paint.

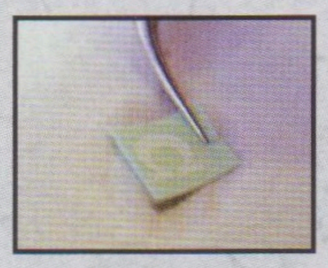
6

To finish your model, decorate the base and add the transfers as shown below.

APPLYING TRANSFERS



Choose a design from the transfer sheet and cut it out. Feel free to leave plenty of the paper backing in place around the design, as this will make it easier to handle.



Place the transfer on a damp cloth or tissue, and allow the water to soak into the backing paper.

When the transfer begins to separate from the backing, carefully slide it onto the model.

BASES

A model's base is every bit as important as the model itself. While simply painting all of your bases will give your force a uniform appearance, the most effective way of finishing a base is to apply a textured material.

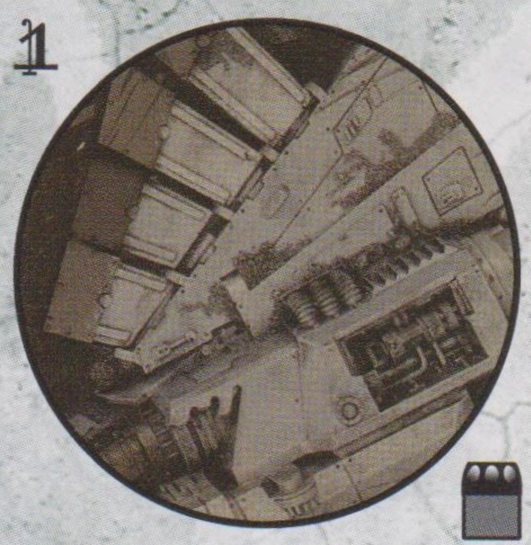
The easiest way to add texture to a base is to paint it with PVA/Woodworking glue and dip it into sand. When dry, undercoat the sand with Chaos Black and drybrush with Vomit Brown.

PAINTING YOUR MODELS

CRASHED LANDER

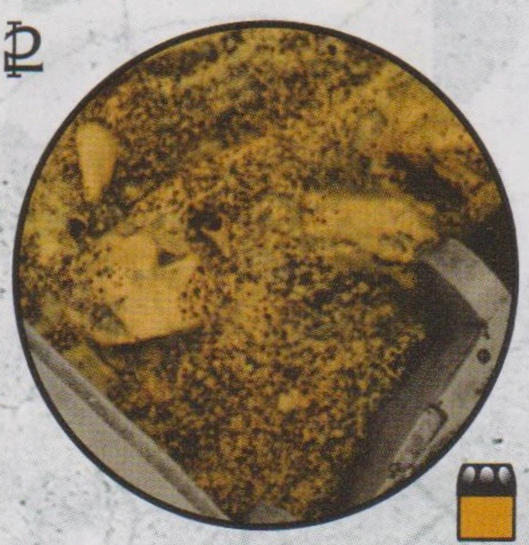
Although a much larger model, the crashed lander can be painted in much the same way as the other models in the box. It may seem obvious, but using a larger brush to paint the lander parts is much quicker.

1



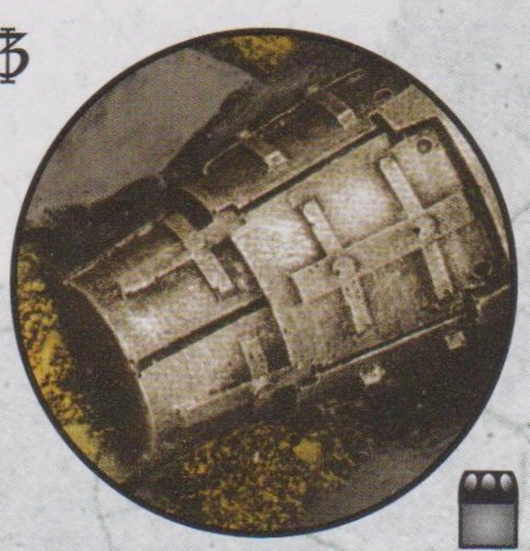
Drybrush the entire shuttle with Codex Grey paint.

2



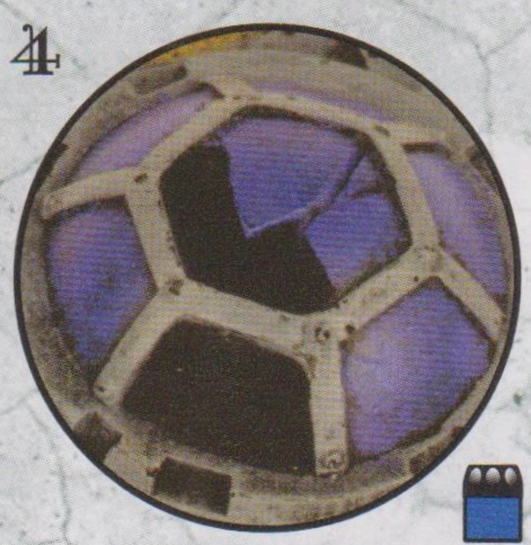
Drybrush the sand around the shuttle with Vomit Brown.

3

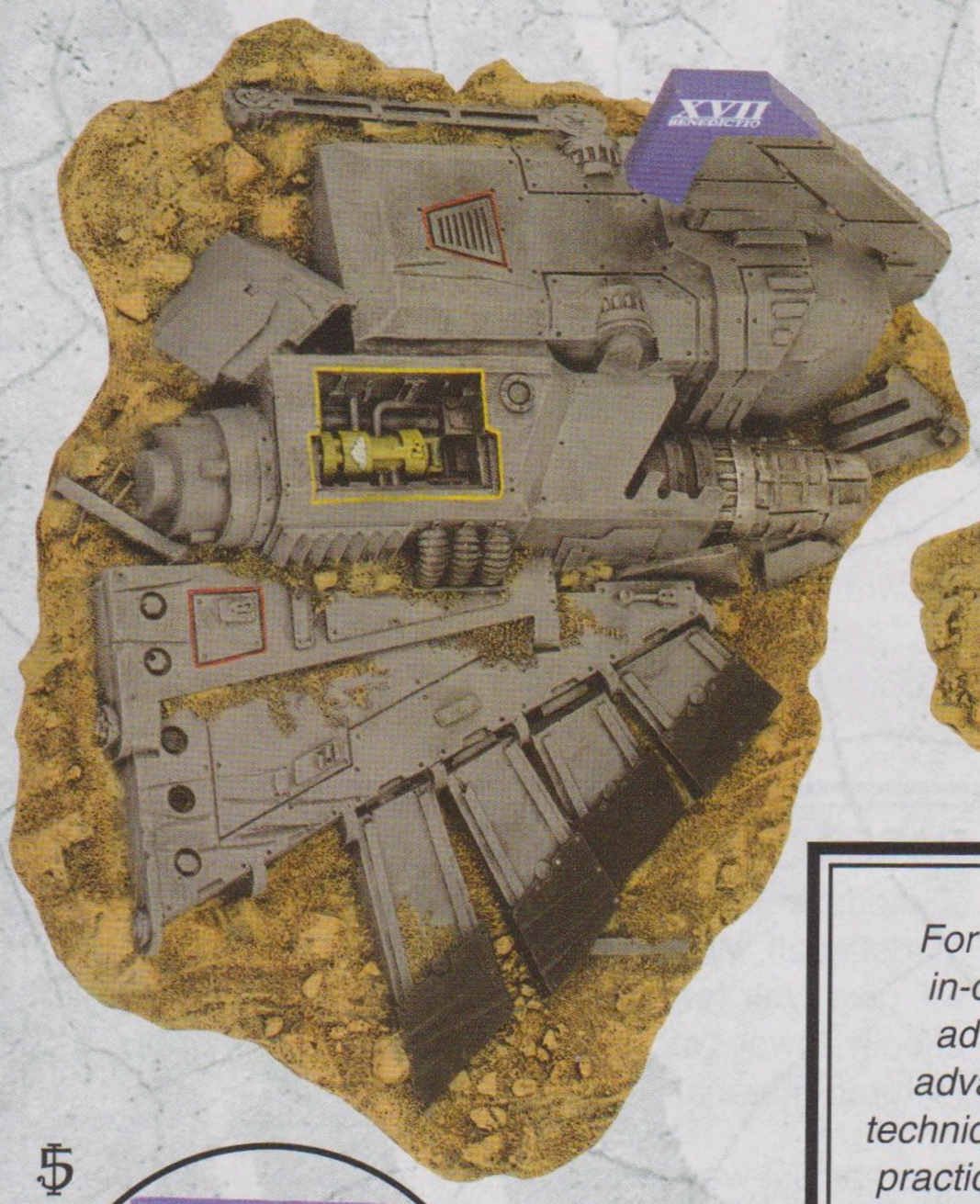


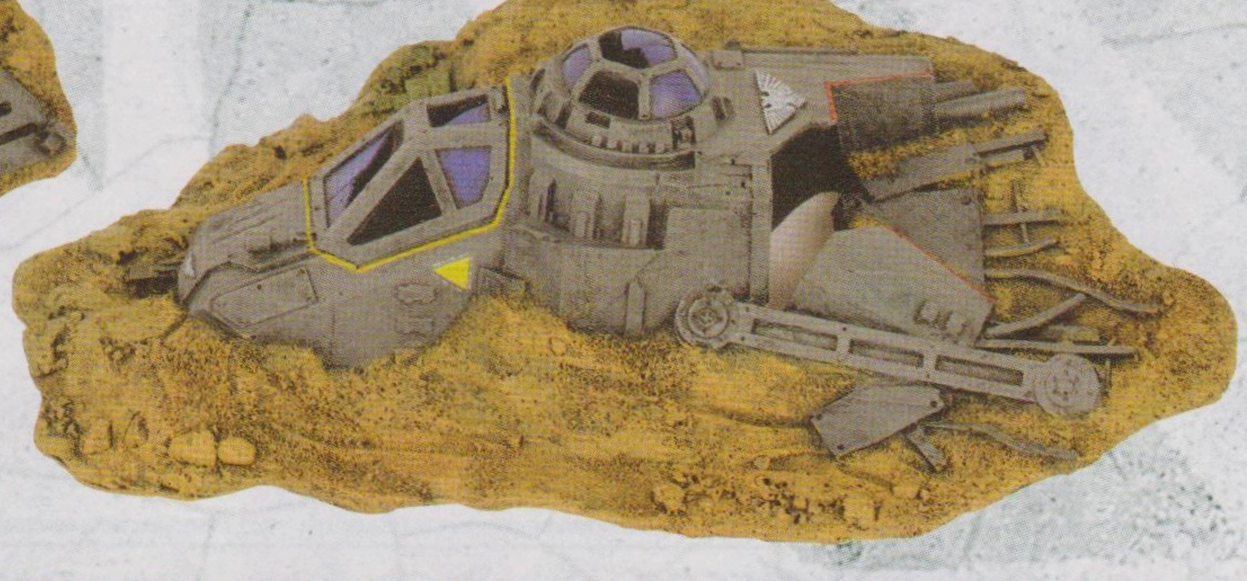
Use Boltgun Metal to drybrush the engines.

4



Carefully paint the glass panels with Ultramarines Blue.

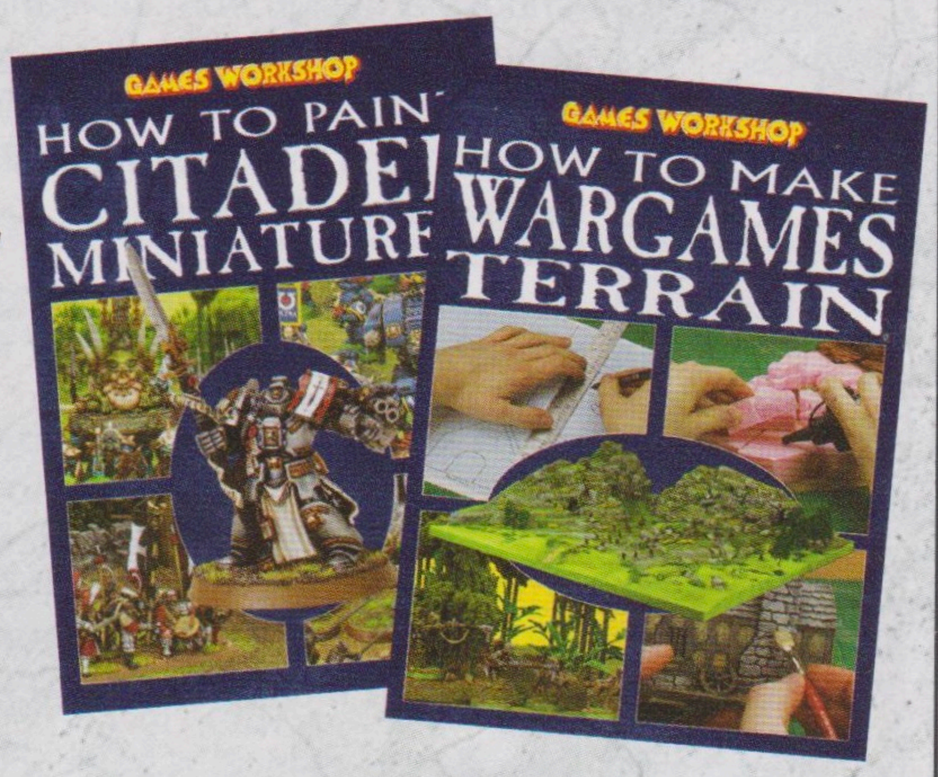




5

Apply transfers to the model.

For more in-depth advice, advanced techniques and practical help, refer to ***How To Paint Citadel Miniatures*** and ***How To Make Wargames Terrain***

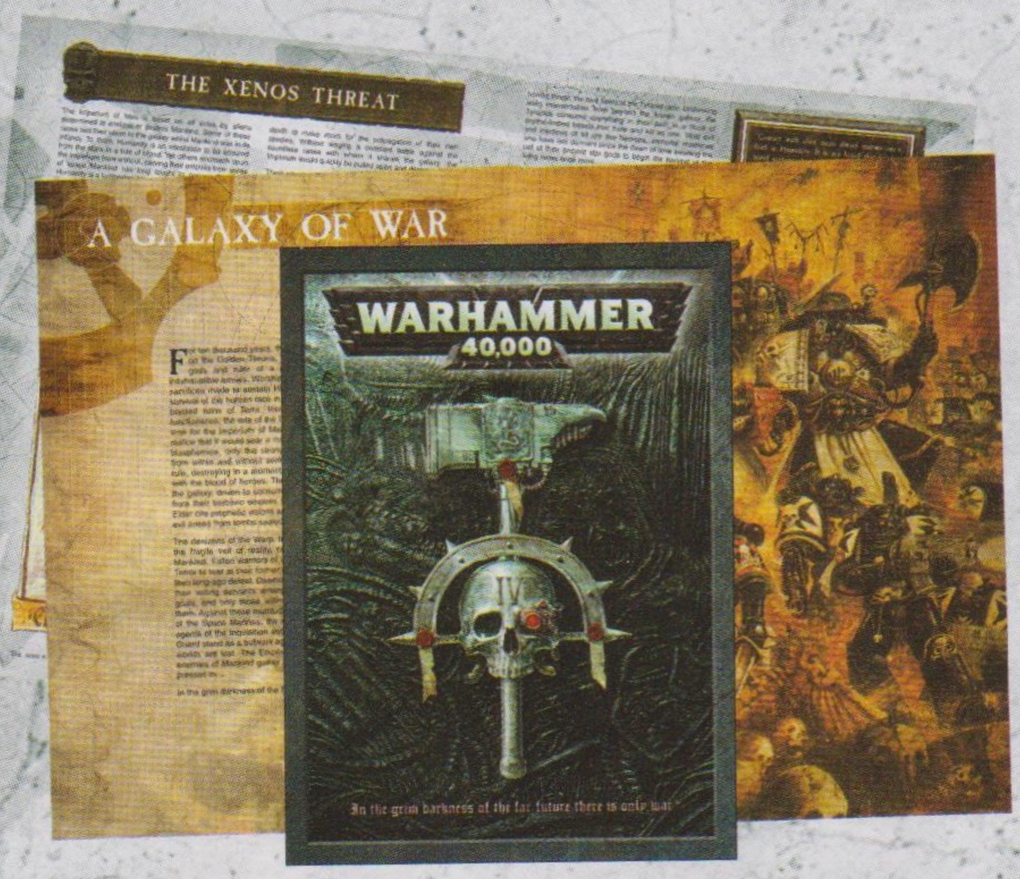


WHAT TO DO NEXT

By now you will have realised that Warhammer 40,000 as a hobby is much more than just the models you have inside this box and the six missions you've played through. What you have seen so far is just the tip of a very large iceberg!

There are thousands of different models to collect, paint and make a part of your armies, and hundreds of ways of playing the game – be it missions, battles, or even campaigns. And you are certainly not alone. Games Workshop has stores and stockists across the globe, a website for on-line shopping and customer support, and has, in White Dwarf, its own monthly magazine.

The final scenario in this book covers all of the main steps involved in playing a typical game of Warhammer 40,000 – moving, shooting and assaulting. The additional rulebook included in the box provides more comprehensive versions of these rules, along with all the core mechanics you'll need to play future games of Warhammer 40,000. Games Workshop also produce an extended version of the core rules which contains all of the text in the enclosed rulebook plus pages filled with information on the various races that populate the Warhammer 40,000 universe, background, gaming ideas, hobby guides and countless other useful and informative articles. You don't need to buy this larger book to take your next step into the hobby, but the option is there should you wish to take it.



COLLECTING, PAINTING & MODELLING

The Space Marines and Tyranids are just two of the many forces that you can collect, and we have shown you just a few of the units that these armies have at their disposal, but there's a variety of material out there to guide you in your choices. The Codex books are your first stop when working out what models best go together to build the army of your choice. A Codex gives a whole host of information about your chosen army, including background, rules, special characters and advice on painting and colour schemes.

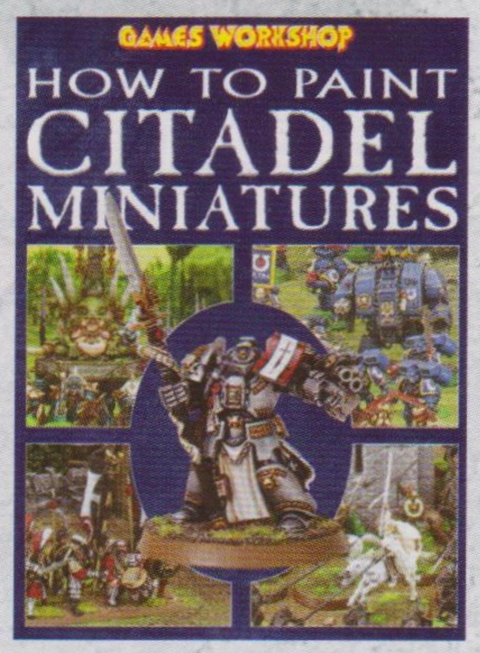
Collecting the models that go into making up an army that you can be proud of when it takes to the battlefield is one of the most enjoyable parts of the hobby. Choosing the models is something that can be done in any number of ways, and how and what you buy may be determined by your spare time, your budget or just your personal preference. The range of models available in both plastic and metal is enormous; there are 'complete army in a box' products, such as the Megaforce and Battleforce sets, individual regiment and squad boxes and plastic tank kits to give you additional support and heavy firepower. Special characters, commanders and elite troops – models that are unique in their look and style – are often found in packs of metal miniatures.

PAINTING

While it is of course possible to play with unpainted miniatures, one of the major parts of the hobby is painting up your army into something that looks great on the battlefield. Few sights in Warhammer 40,000 beat that of two fully painted armies charging towards each other.

Games Workshop produce a wide variety of paints and brushes for both the experienced and beginner alike. The Games Workshop Paint Set contains nine of the most useful colours for your first models, and there are even sets containing the whole range of 150 colours, once you gain experience enough to need them all!

Painting your army can be as simple or as complex as you want it to be. ***How To Paint Citadel Miniatures*** contains a wealth of helpful material, including a step by step guide to mastering the many different techniques that will allow you to produce top quality paint jobs for all of your miniatures.

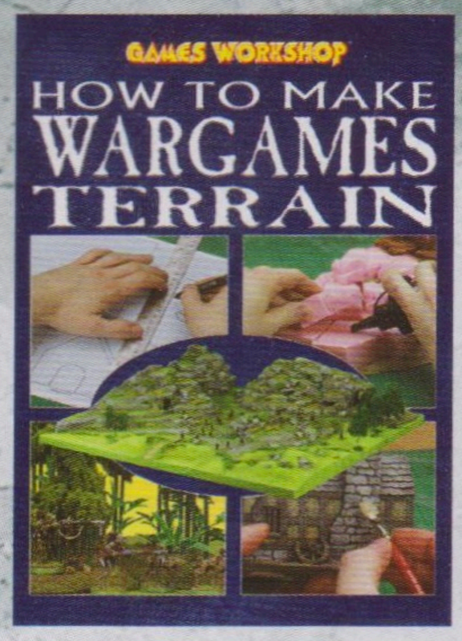


MODELLING AND GAMING

With experience in collecting, assembling and painting your models comes the desire to make something that is unique, and it is here that the modeller gets his reward. Converting a model can be wildly ambitious or very straightforward; you may decide that your commander isn't carrying the exact weapons you want, or that changing the head of a model will make it that much closer to what you are looking for. A good majority of Warhammer 40,000 armies have one or more troops in them that owe as much to the creative skill of the modeller as they do the miniatures themselves, and some players field entire armies filled with converted models.

You've collected your army, painted it up into an enviable fighting force that is a joy to look at, so what's next? Putting it on a table and using it to crush your opponent's army, of course!

The gaming table you play on can be as challenging and rewarding to put together as painting your army, and constructing the various, landscapes, buildings and other features on the board leads to yet another arm of the vast potential of Warhammer 40,000. Again, this is a part of the hobby that can give you great pleasure, as putting together a table that looks great and offers a variety of ways of playing games on is a real challenge. If you're an inexperienced modeller, then ***How To Make Wargames Terrain*** can give you a variety of hints, tips and techniques for making your own table and accessories.



BATTLE FOR MACRAGGE ON THE WEB

The Games Workshop website is an ideal resource for anyone involved in the hobby, be they new and inexperienced players that need pointing in the right direction, or grizzled veterans that are looking for something specific.

One of the things that will be of most interest to those of you reading this is the section on the site that contains additional material and advice for getting the most out of the Battle For Macragge starter set. If you go to WWW.MACRAGGE.COM you'll be greeted by a number of new missions you can print off or download, each one carrying on the battle between the Ultramarines and the Tyranids. In addition, there's painting and modelling advice, suggestions on how to link the missions together to form a small campaign and lots, lots more.

There is the on-line store, which is a great place to shop if you don't have a store close to where you live. You can also find lots of information detailing wargaming clubs and gaming events in your area and the location of Games Workshop stores and independent stockists. There is a part of the site dedicated to the discussions and opinions of the wargaming community; a forum that links together thousands of enthusiastic players from across the world. Here you can find an abundance of advice written by fellow wargamers on all aspects of the hobby and also links to some of the thousands of websites on the Internet written by gamers.

Another great aspect of the site is that it enables players who live near each other to meet up and play a game. So even if you don't have a games store nearby you should be able to find a club near you or join up with someone wanting a battle.

For more details on Games Workshop releases, wargaming and hobby information, and links to our wargaming community check out:

WWW.GAMES-WORKSHOP.COM

WWW.MACRAGGE.COM

WHITE DWARF

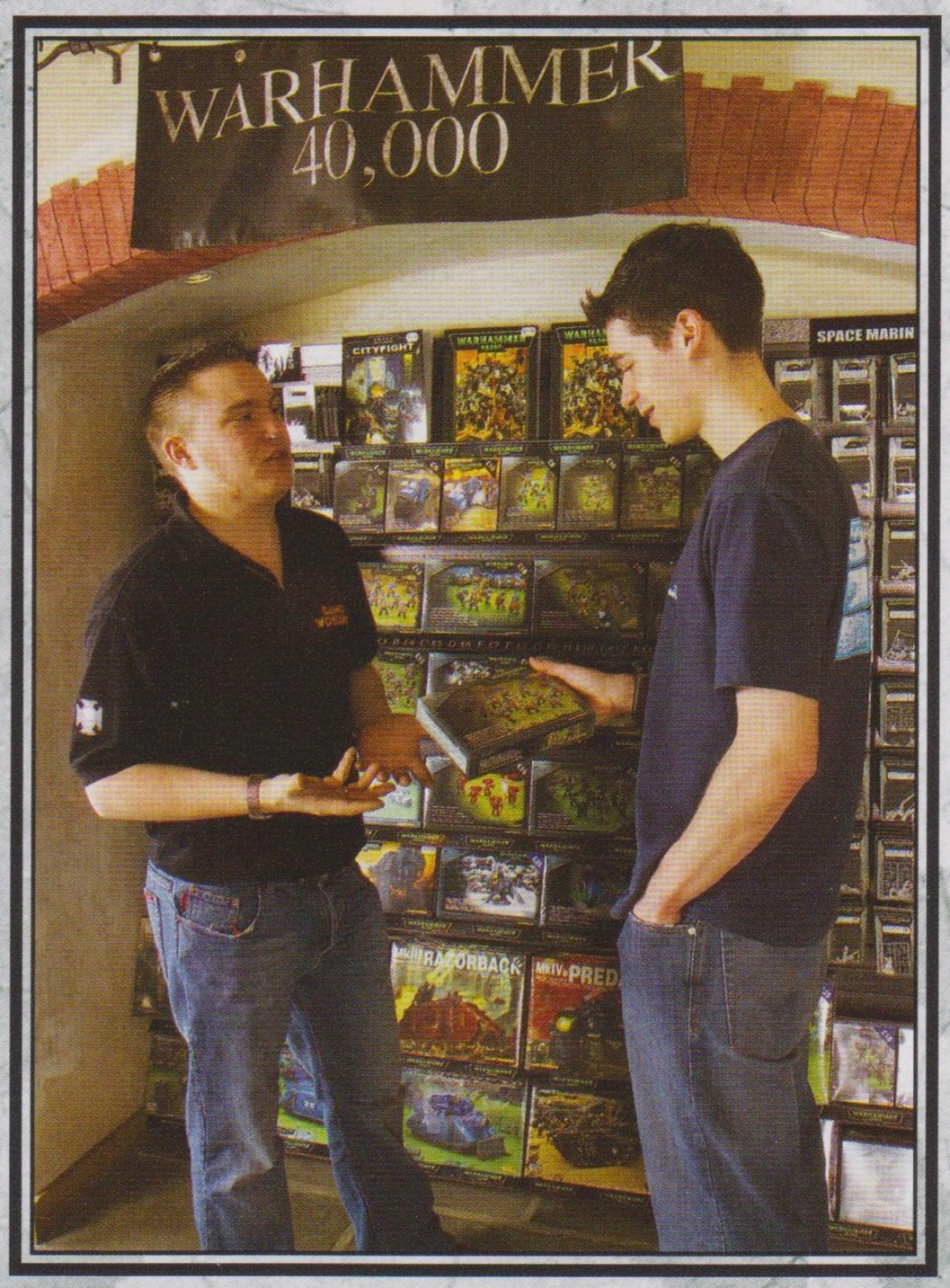
Games Workshop's monthly hobby magazine White Dwarf is a great place to look if you want more information about the Warhammer 40,000 battle game or the wargaming hobby in general.

White Dwarf has loads of articles based on different aspects of Warhammer 40,000 so you can get the most out of your games, including:

- News on forthcoming releases.
- A look at the background of the 41st millennium.
- New missions to fight.
- Campaigns and battle reports.
- Advice on painting and converting your models.
- Terrain building.
- Gamer's armies.

White Dwarf is also the place to look if you want to find out where your nearest Games Workshop store or local stockist is.

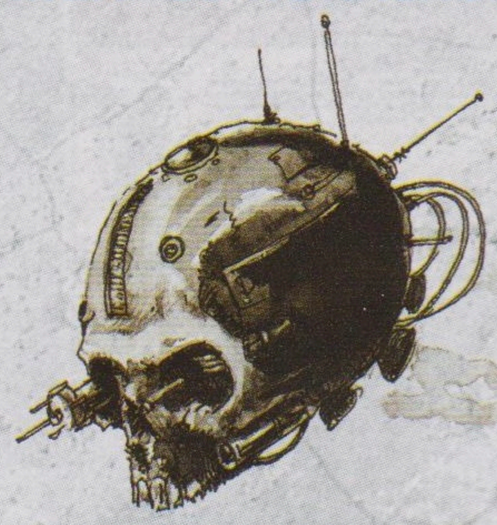
GAMES WORKSHOP STORES & STOCKISTS



One of the best places to learn more about the game is at your local Games Workshop store. Every store is staffed by experienced gamers who can answer your questions, or help you take part in an introductory game. Our stores are also excellent places to meet other gamers and, as most will have played other Games Workshop games, they can offer you advice covering a wide spectrum of topics.

You can also find our Warhammer 40,000 miniatures and books in a larger network of independent toy, hobby and game retailers around the world. If you would like to know where your nearest independent retailer is, you can look in White Dwarf magazine or on the Games Workshop website at:

WWW.GAMES-WORKSHOP.COM



WWW.MACRAGGE.COM

SUMMARY CHART

LIEUTENANT VARRAS

Shooting

To hit:	4+
To wound a Genestealer:	4+
To wound a Termagant:	3+
To wound a Spore Mine:	4+
Weapon range:	12"

Close Combat

To hit/wound a Genestealer:	4+/5+
To hit/wound a Termagant:	4+/4+
Number of attacks:	1

BROTHER SGT. OCTAVIAN

Shooting

To hit:	3+
To wound a Genestealer:	4+
To wound a Termagant:	3+
To wound a Spore Mine:	4+
Weapon range:	12"

Close Combat

To hit/wound a Genestealer:	4+/4+
To hit/wound a Termagant:	3+/3+
Number of attacks:	2

SPACE MARINE FLAMER

Shooting

To hit:	–
To wound a Genestealer:	4+
To wound a Termagant:	3+
To wound a Spore Mine:	4+
Weapon range:	Template

Close Combat

To hit/wound a Genestealer:	4+/4+
To hit/wound a Termagant:	3+/3+
Number of attacks:	1

SPACE MARINE MISSILE LAUNCHER

Shooting

To hit:	3+
To wound a Genestealer:	4+
To wound a Termagant:	3+
To wound a Spore Mine:	4+
Weapon range:	48"

Close Combat

To hit/wound a Genestealer:	4+/4+
To hit/wound a Termagant:	3+/3+
Number of attacks:	1

SPACE MARINE BOLTER

Shooting

To hit:	3+
To wound a Genestealer:	4+
To wound a Termagant:	3+
To wound a Spore Mine:	4+
Weapon range:	12"/24"

Close Combat

To hit/wound a Genestealer:	4+/4+
To hit/wound a Termagant:	3+/3+
Number of attacks:	1

GENESTEALER

Shooting

To hit:	–
To wound Lt. Varras:	–
To wound a Space Marine:	–
Weapon range:	–

Close Combat

To hit/wound Lt. Varras:	3+/3+
To hit/wound a Space Marine:	3+/4+
Number of attacks:	2

TERMAGANT

Shooting

To hit:	4+
To wound Lt. Varras:	3+
To wound a Space Marine:	4+
Weapon range:	12"

Close Combat

To hit/wound Lt. Varras:	4+/4+
To hit/wound a Space Marine:	4+/5+
Number of attacks:	1

Exploding Spore Mine

Poison Spore Mine

Acid Spore Mine

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